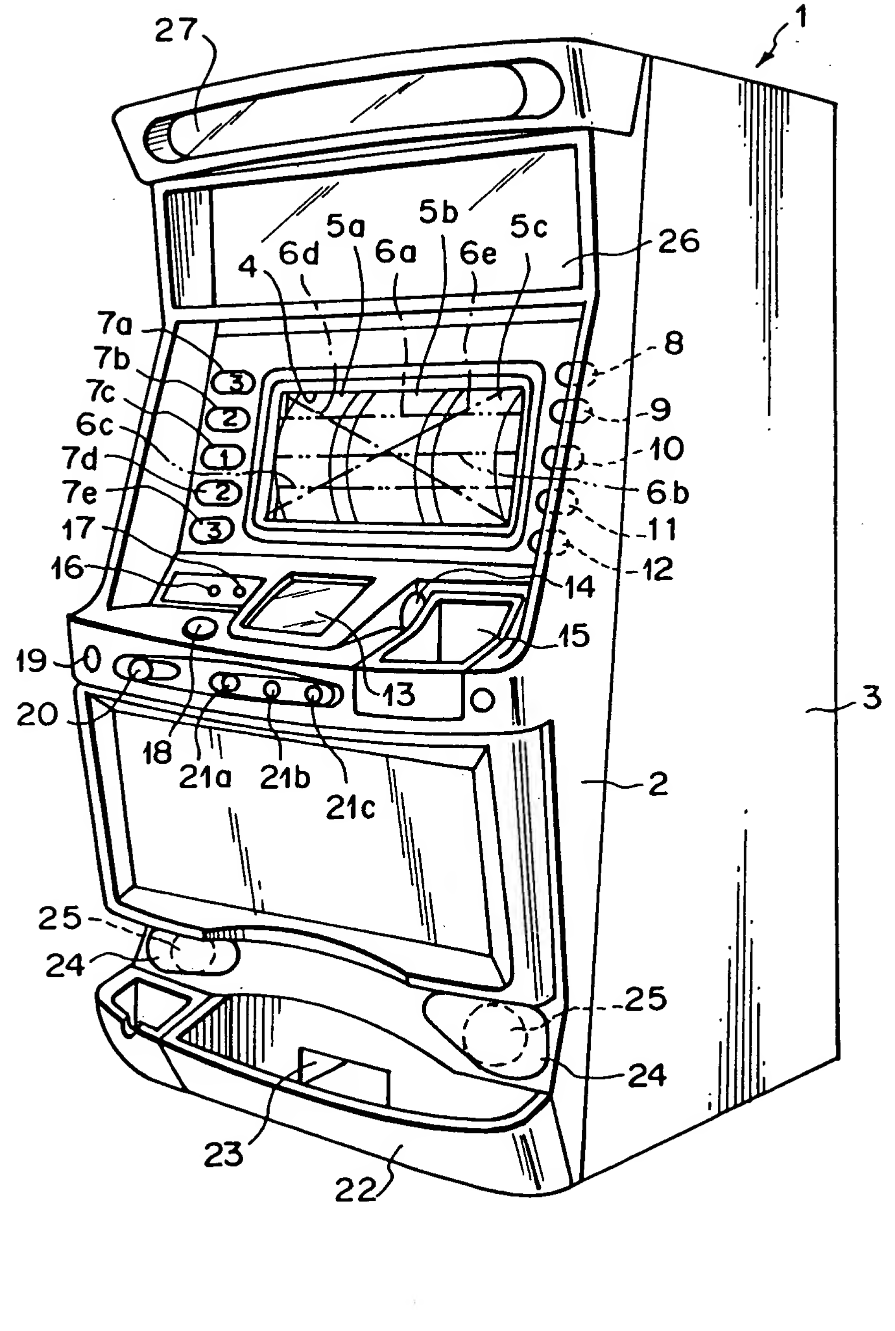
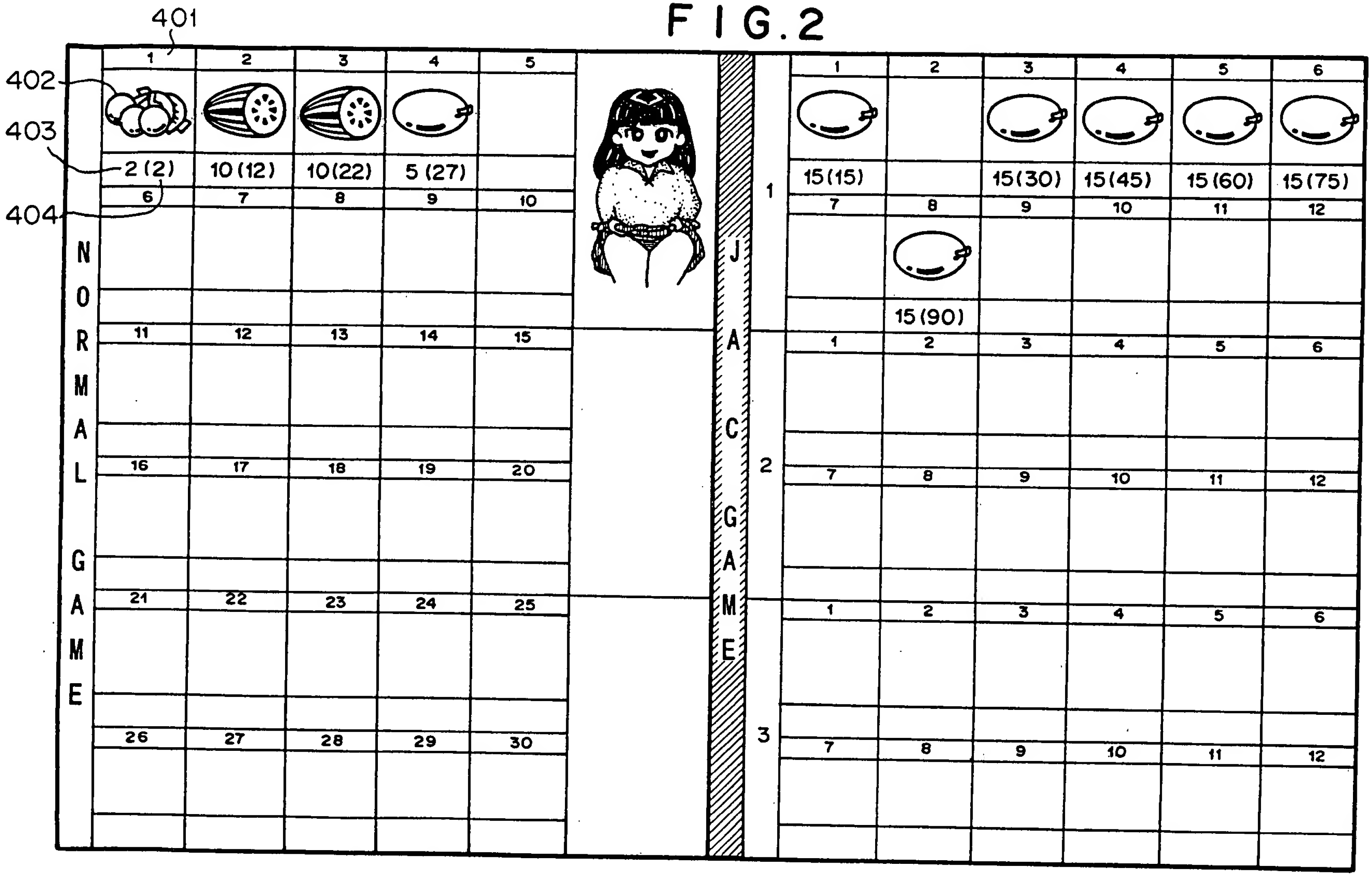
FIG.1


27
1
5b
5a
5c
26
4
6d
6a
6e
7a
8
7b
7c
9
6c
10
7d
6b
7e
11
17
12
16
14
15
19
3
20
13
18
21a
21b
21c
2
25
24
25
24
23
22

F I G . 2


401
402
403
404
NORMAL GAME
1
2
3
4
5
2 (2)
10 (12)
10(22)
5 (27)
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25
26
27
28
29
30
JACGAME
1
2
3
4
5
6
15(15)
15(30)
15(45)
15 (60)
15(75)
7
8
9
10
11
12
15 (90)
2
1
2
3
4
5
6
7
8
9
10
11
12
3
1
2
3
4
5
6
7
8
9
10
11
12

F I G.3

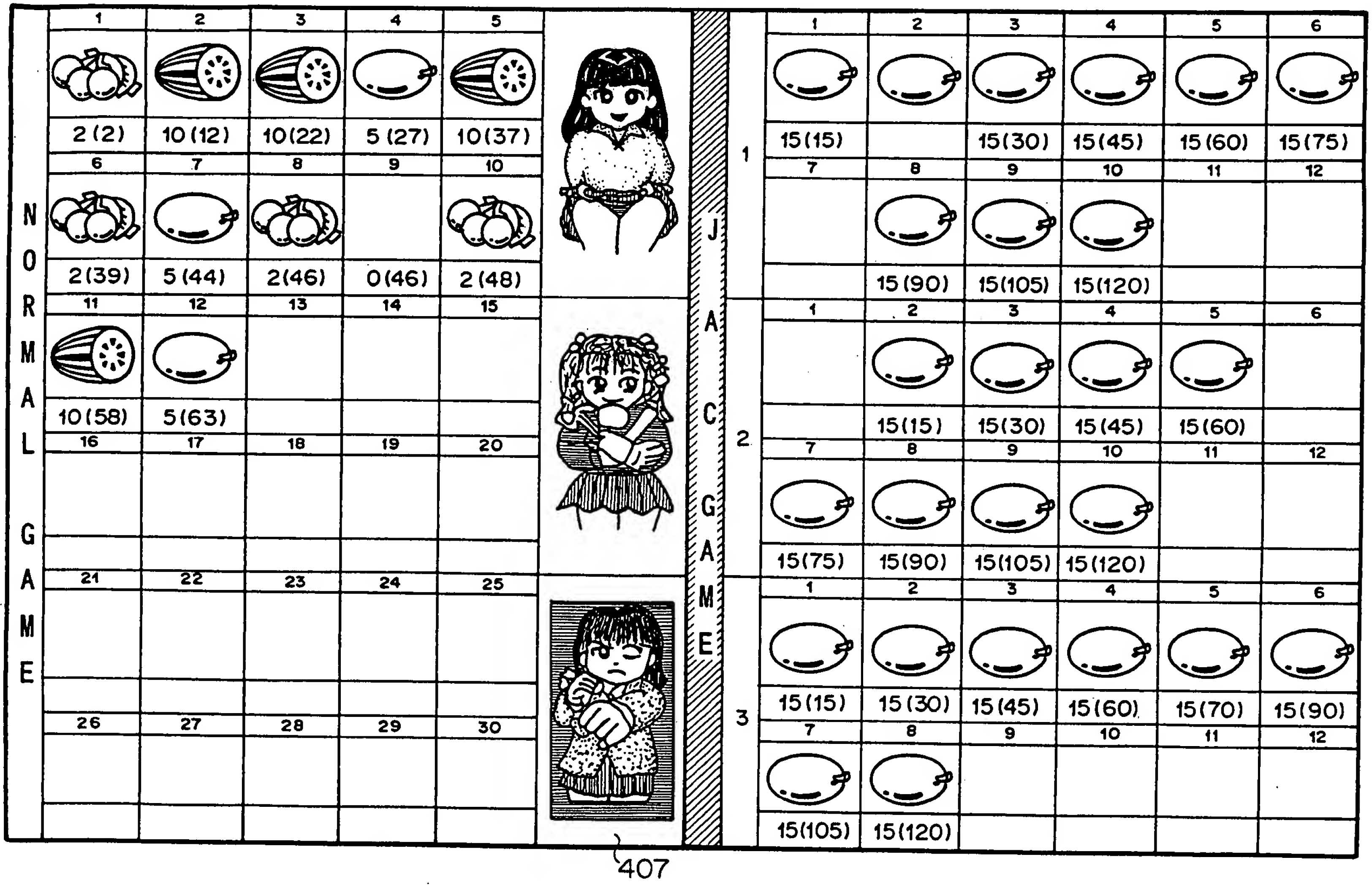

NORMAL GAME
1
2
3
4
5
2(2)
10(12)
10(22)
5(27)
10(37)
6
7
8
9
10
2(39)
5(44)
2(46)
0(46)
2(48)
11
12
13
14
15
10(58)
5(63)
16
17
18
19
20
21
22
23
24
25
26
27
28
29
30
407
JAC GAME
1
1
2
3
4
5
6
15(15)
15(30)
15(45)
15(60)
15(75)
7
8
9
10
11
12
15(90)
15(105)
15(120)
2
1
2
3
4
5
6
15(15)
15(30)
15(45)
15(60)
7
8
9
10
11
12
15(75)
15(90)
15(105)
15(120)
3
1
2
3
4
5
6
15(15)
15(30)
15(45)
15(60)
15(70)
15(90)
7
8
9
10
11
12
15(105)
15(120)

FIG.4

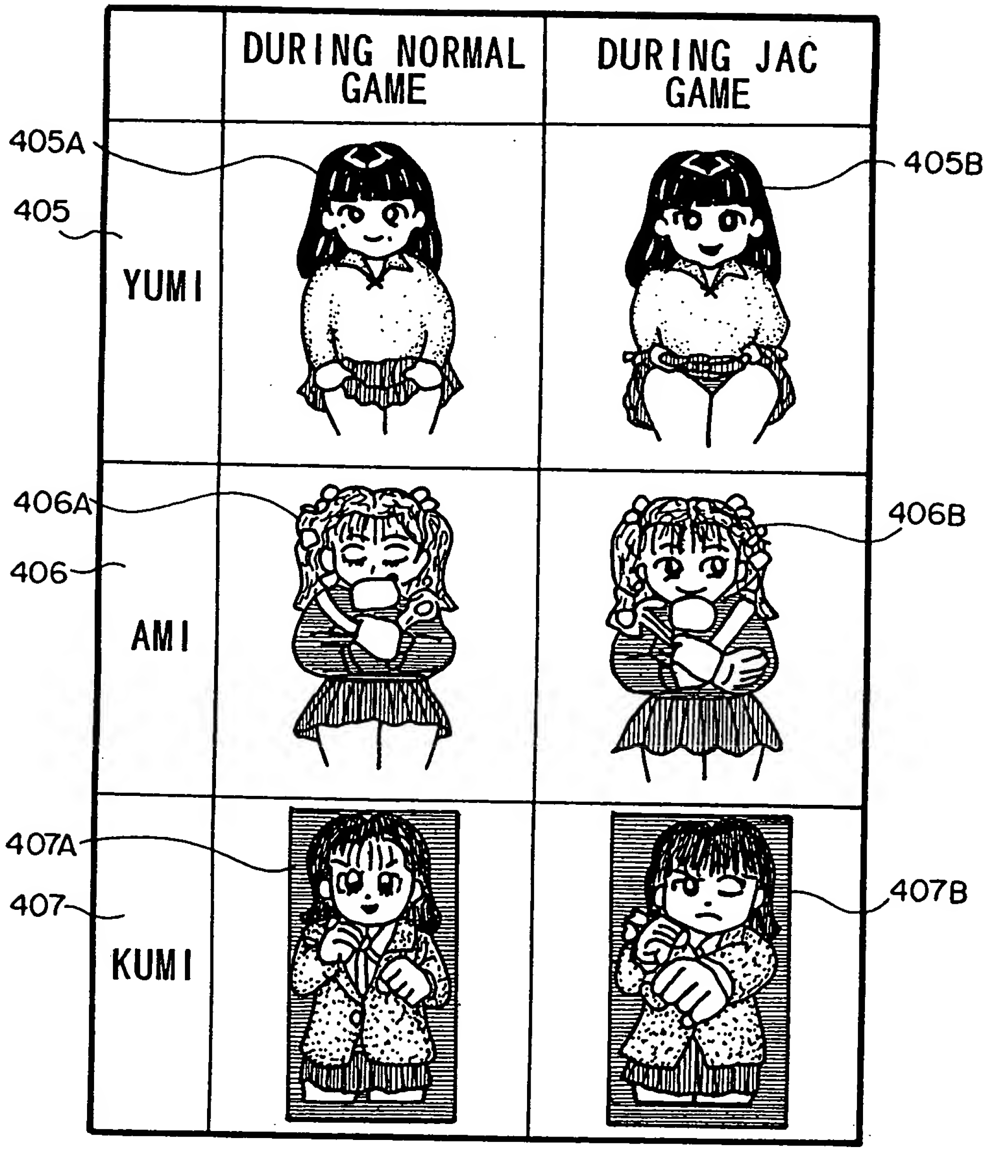

DURING NORMAL GAME
DURING JAC GAME
405A
405
YUMI
405B
406A
406
AMI
406B
407A
407
KUMI
407B

FIG.5

ITEM	GAME HISTORY	TODAY'S RANKING	TODAY'S TOP
TOTAL No. ACQUIRED	423	8	455
IN NORMAL GAMES	63	6	95
IN JAC GAMES	360	1	360
TOTAL No. INSERTED	64	3	75
IN NORMAL GAMES	36	4	51
IN JAC GAMES	28	6	24
NET No. ACQUIRED	359	3	380
IN NORMAL GAMES	27	4	44
IN JAC GAMES	332	5	336
No. OF FAILED WINNINGS ALTHOUGH REPLAY FLAG IS ESTABLISHED DURING NORMAL GAMES	1	4	2

FIG.6

1 MEDAL BET

IN JAC GAME

FIG.7A

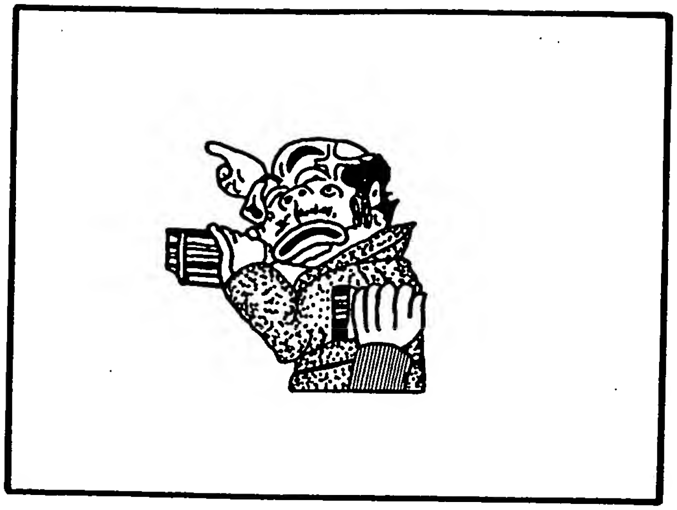


FIG.7B

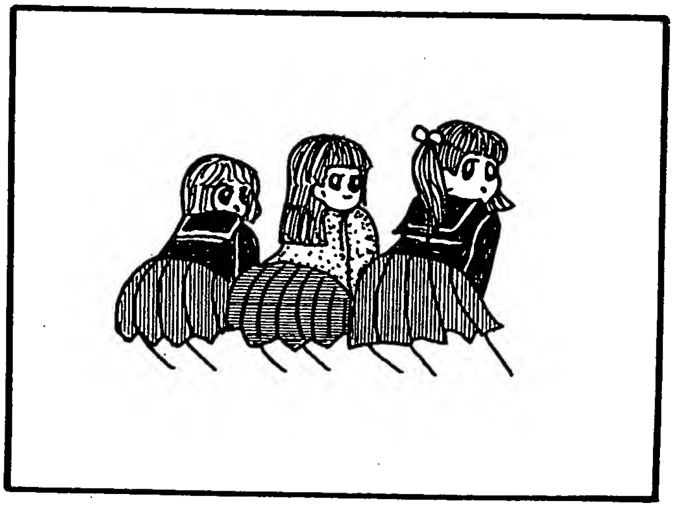
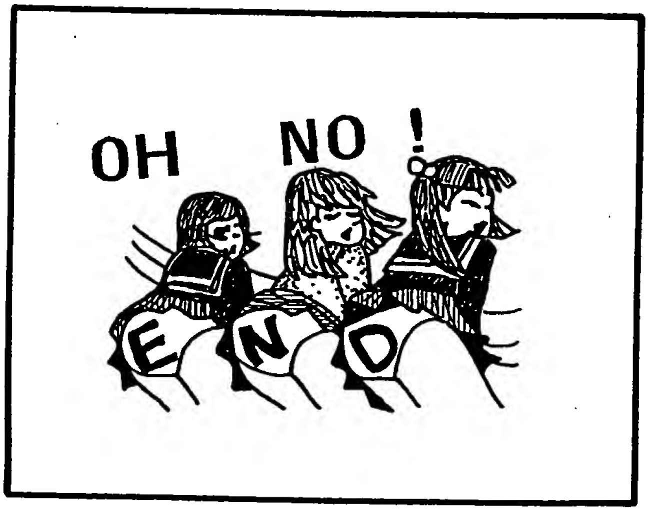
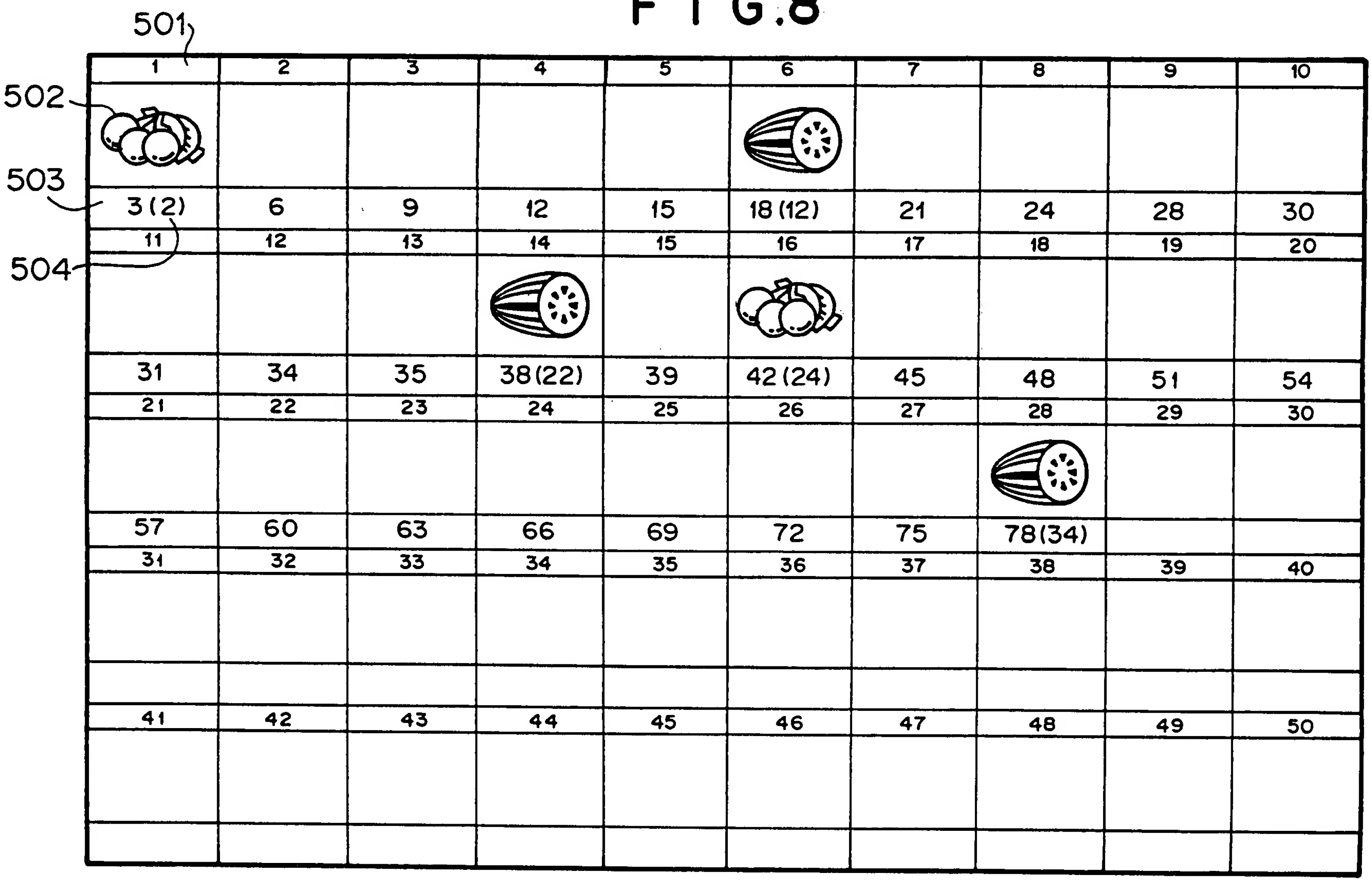


FIG.7C

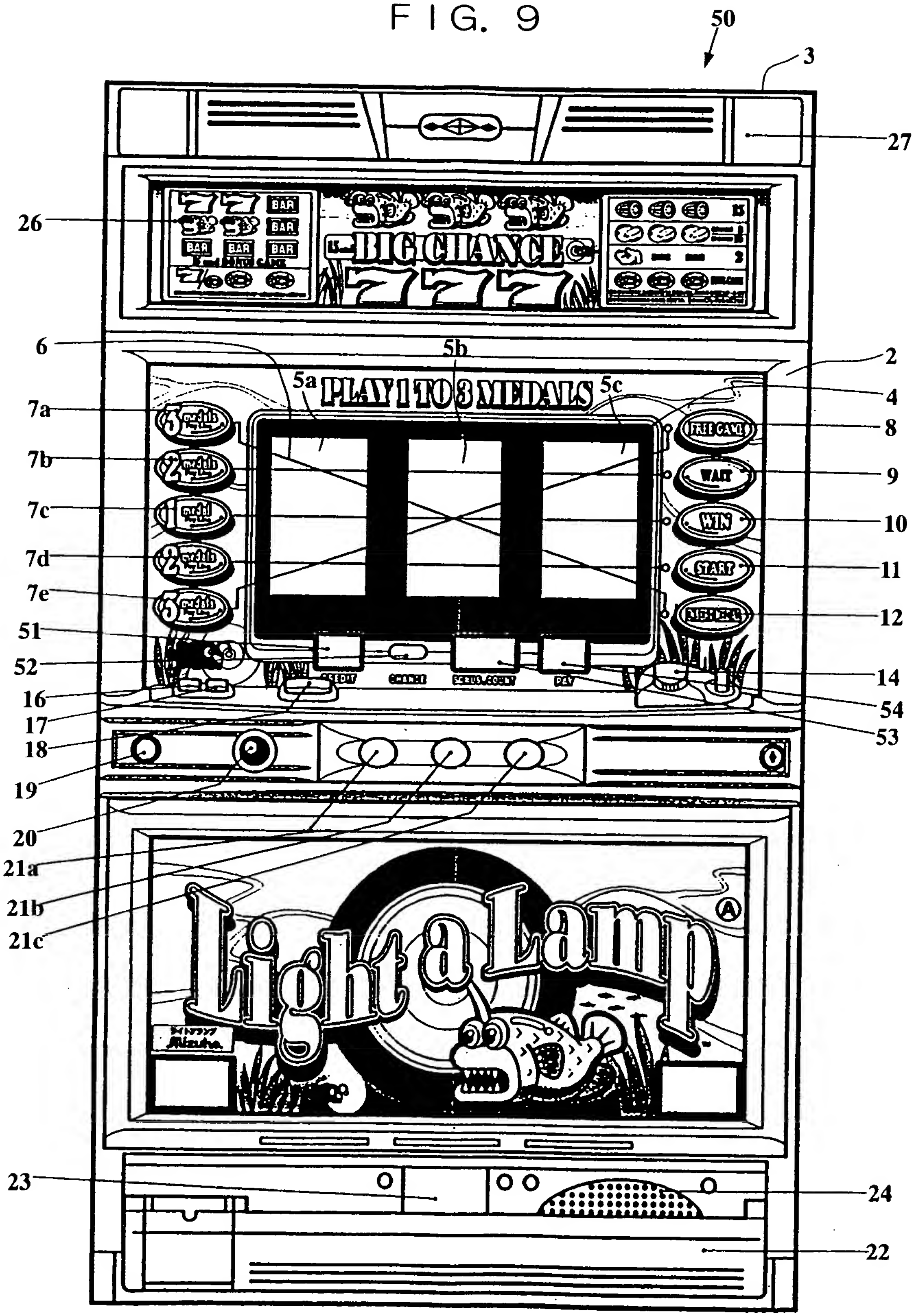


F I G.8



1	2	3	4	5	6	7	8	9	10
3(2)	6	9	12	15	18(12)	21	24	28	30
11	12	13	14	15	16	17	18	19	20
31	34	35	38(22)	39	42(24)	45	48	51	54
21	22	23	24	25	26	27	28	29	30
57	60	63	66	69	72	75	78(34)		
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50

F I G. 9


50
3
27
26
BAR
BIG CHANCE
777
6
5b
5a
PLAY 1 TO 3 MEDALS
5c
2
4
7a
7b
7c
7d
7e
FREE GAME
8
WAIT
9
WIN
10
START
11
12
51
52
CREDIT
CHANGE
BONUS COUNT
PAY
14
16
54
17
53
18
19
20
21a
21b
21c
Light a Lamp
23
24
22

F I G.10

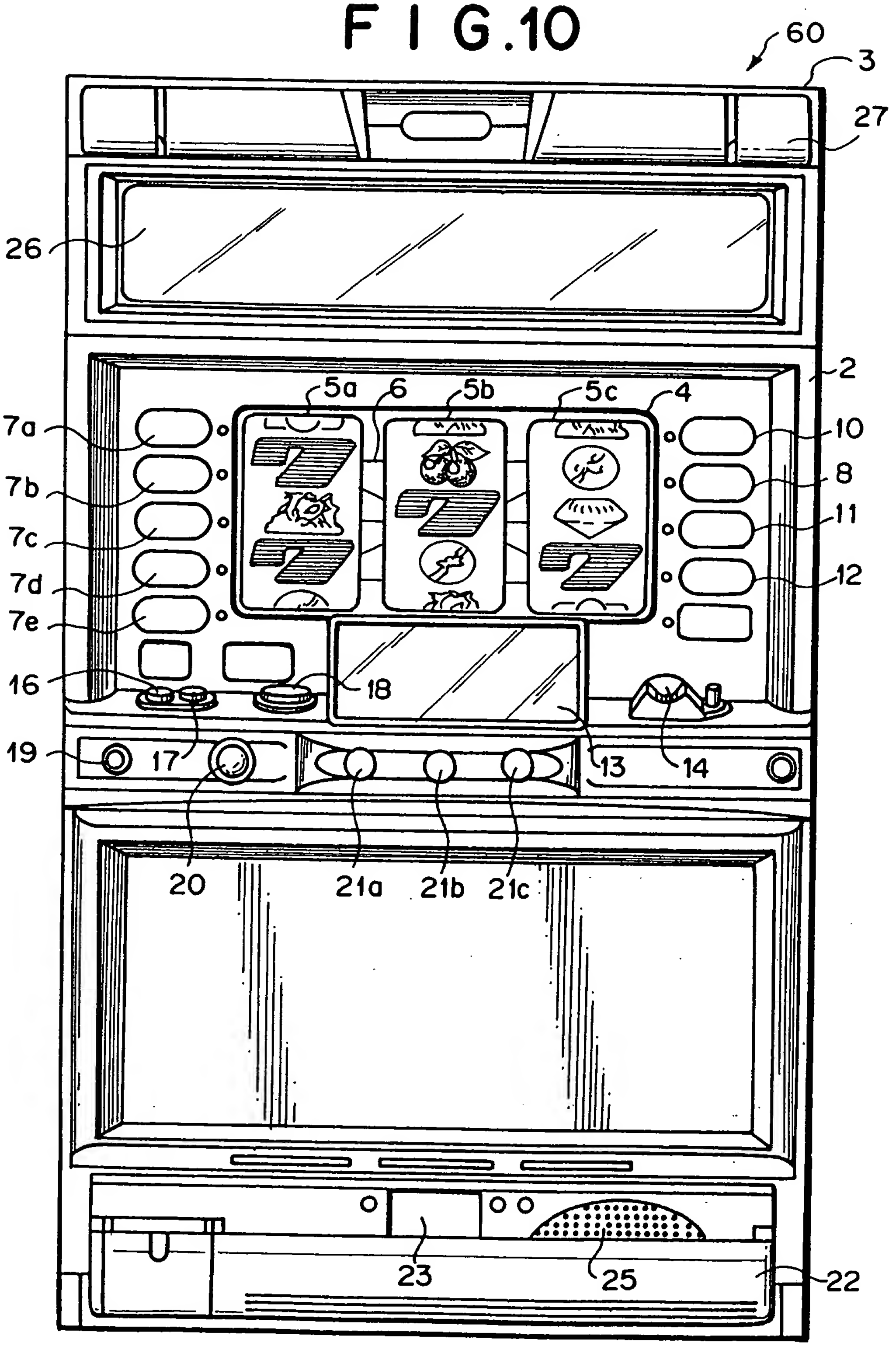
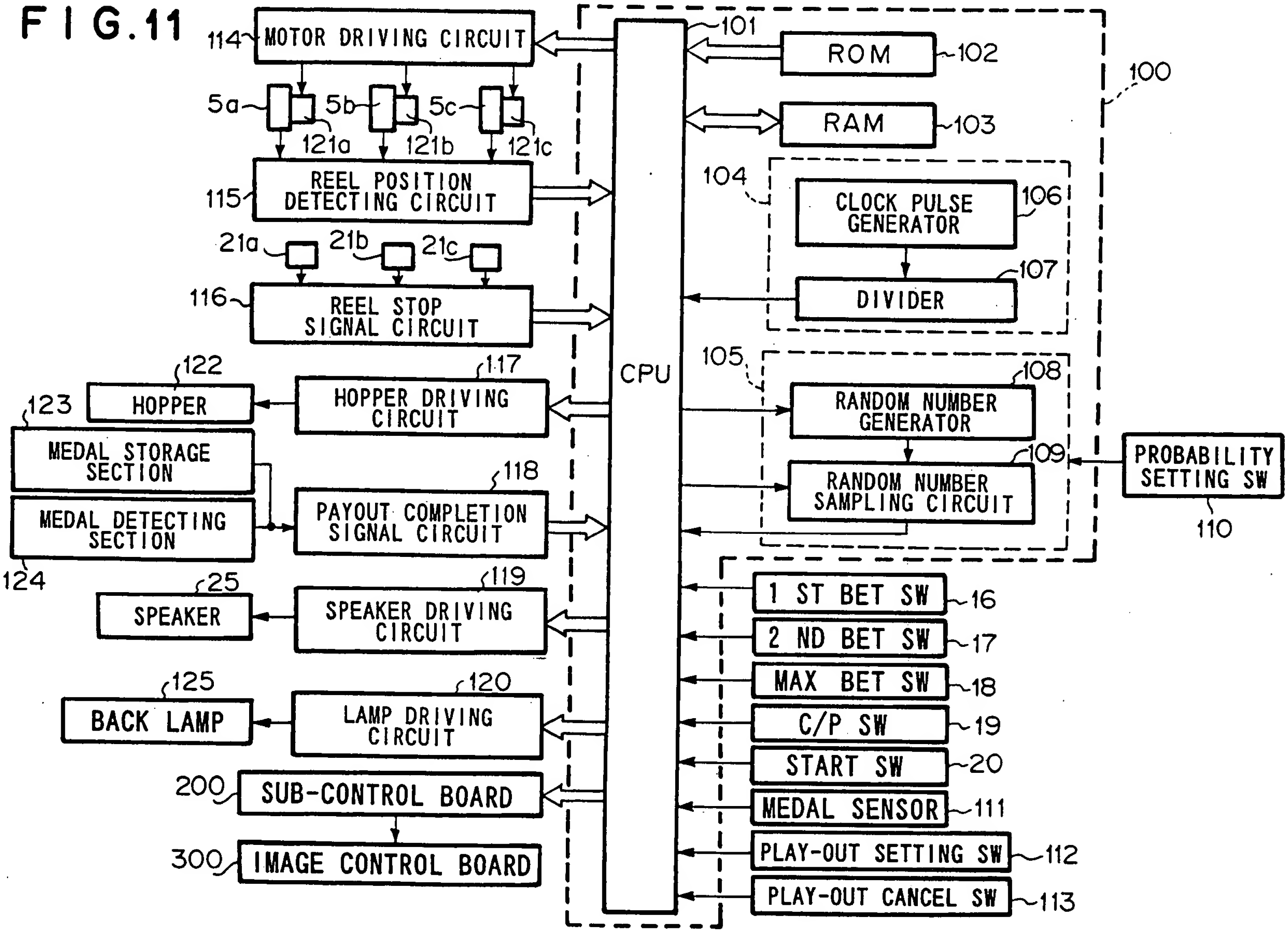

60
3
27
26
2
5a
6
5b
5c
4
7a
7b
7c
7d
7e
10
8
11
12
16
18
19
17
13
14
20
21a
21b
21c
23
25
22

FIG.11


MOTOR DRIVING CIRCUIT
114
5a
5b
5c
121a
121b
121c
REEL POSITION DETECTING CIRCUIT
115
21a
21b
21c
REEL STOP SIGNAL CIRCUIT
116
HOPPER
122
HOPPER DRIVING CIRCUIT
117
MEDAL STORAGE SECTION
123
MEDAL DETECTING SECTION
124
PAYOUT COMPLETION SIGNAL CIRCUIT
118
SPEAKER
25
SPEAKER DRIVING CIRCUIT
119
BACK LAMP
125
LAMP DRIVING CIRCUIT
120
SUB-CONTROL BOARD
200
IMAGE CONTROL BOARD
300
CPU
101
ROM
102
RAM
103
100
104
CLOCK PULSE GENERATOR
106
DIVIDER
107
105
RANDOM NUMBER GENERATOR
108
RANDOM NUMBER SAMPLING CIRCUIT
109
PROBABILITY SETTING SW
110
1 ST BET SW
16
2 ND BET SW
17
MAX BET SW
18
C/P SW
19
START SW
20
MEDAL SENSOR
111
PLAY-OUT SETTING SW
112
PLAY-OUT CANCEL SW
113

F I G.12

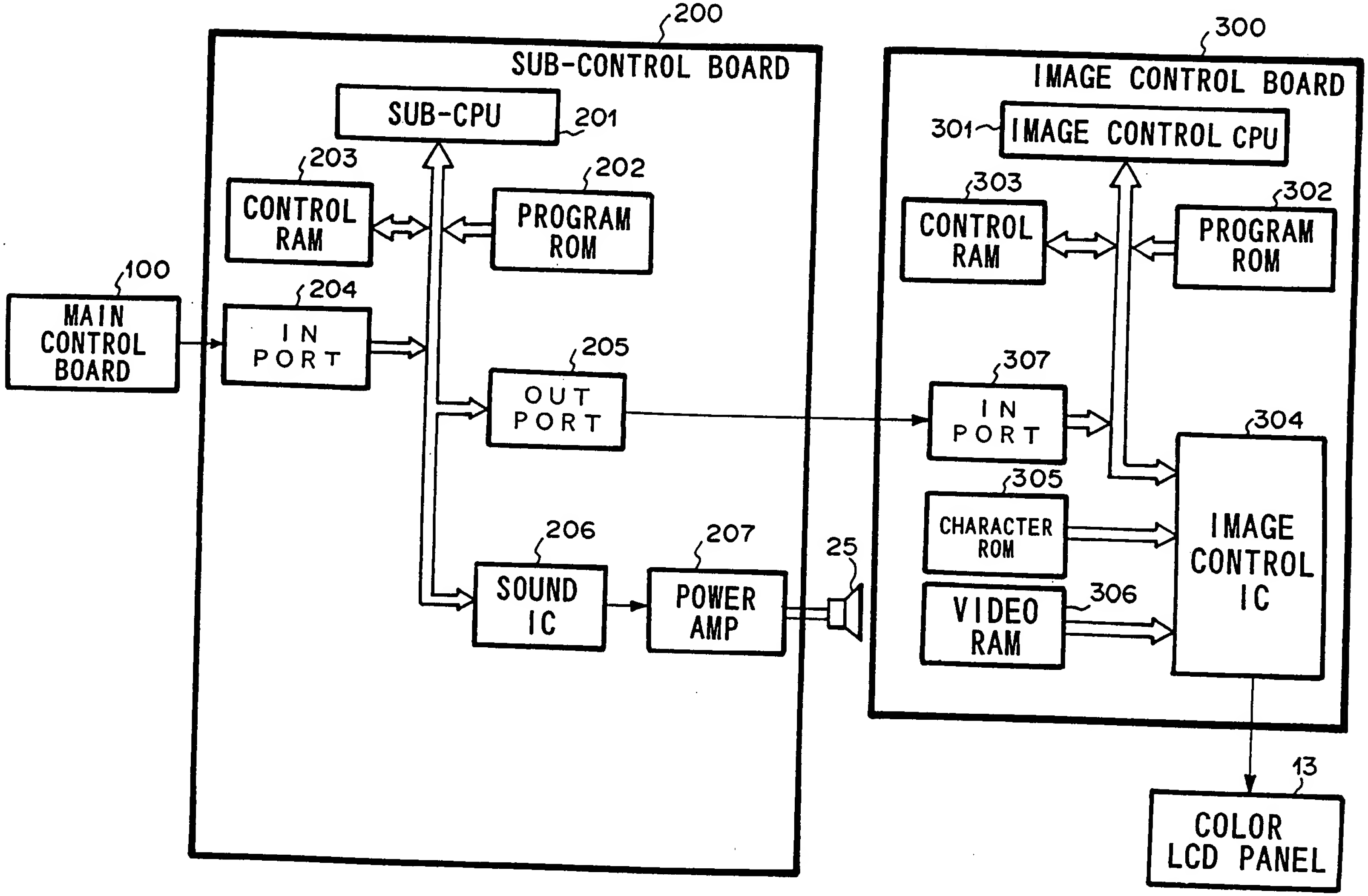

200
SUB-CONTROL BOARD
SUB-CPU
201
203
CONTROL RAM
202
PROGRAM ROM
100
MAIN CONTROL BOARD
204
IN PORT
205
OUT PORT
206
SOUND IC
207
POWER AMP
25
300
IMAGE CONTROL BOARD
301
IMAGE CONTROL CPU
303
CONTROL RAM
302
PROGRAM ROM
307
IN PORT
304
IMAGE CONTROL IC
305
CHARACTER ROM
306
VIDEO RAM
13
COLOR LCD PANEL

FIG.13

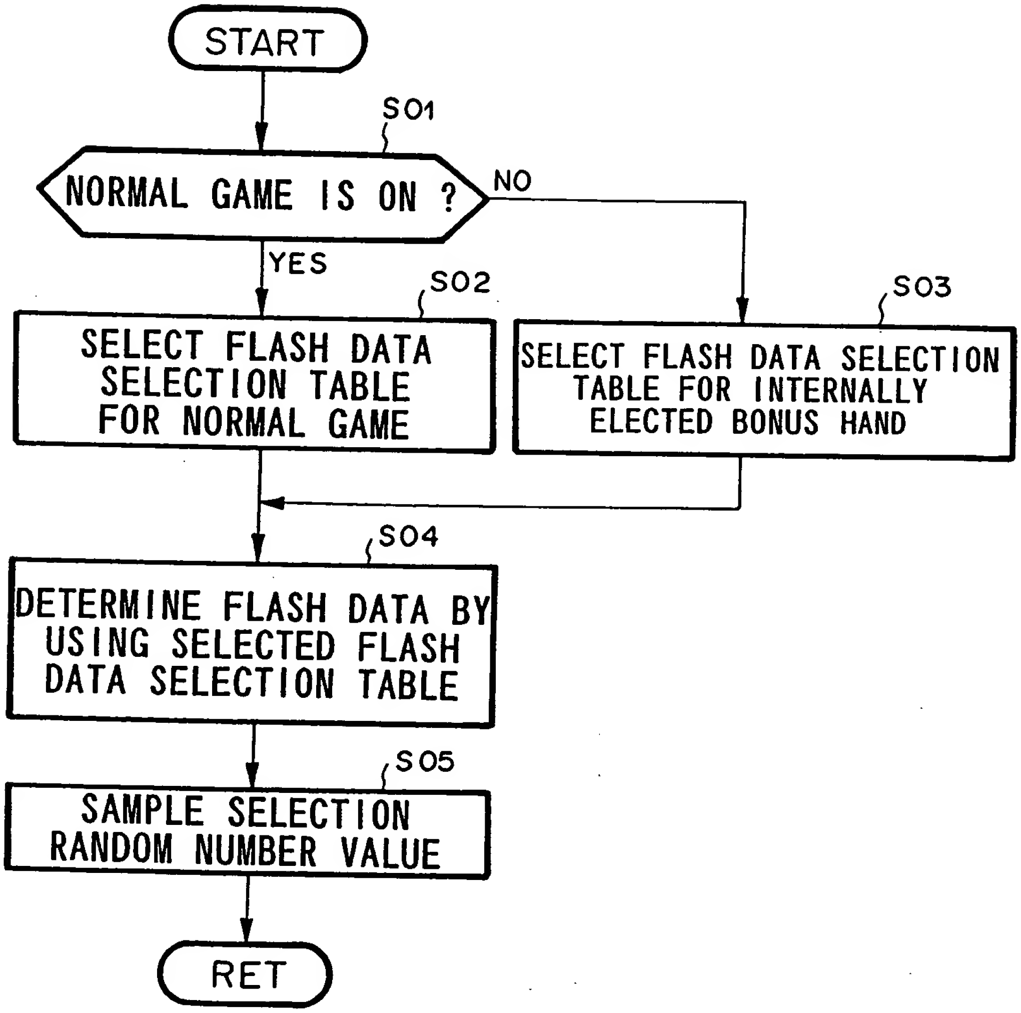

START
S01
NORMAL GAME IS ON ?
NO
YES
S02
SELECT FLASH DATA SELECTION TABLE FOR NORMAL GAME
S03
SELECT FLASH DATA SELECTION TABLE FOR INTERNALLY ELECTED BONUS HAND
S04
DETERMINE FLASH DATA BY USING SELECTED FLASH DATA SELECTION TABLE
S05
SAMPLE SELECTION RANDOM NUMBER VALUE
RET

FIG.14

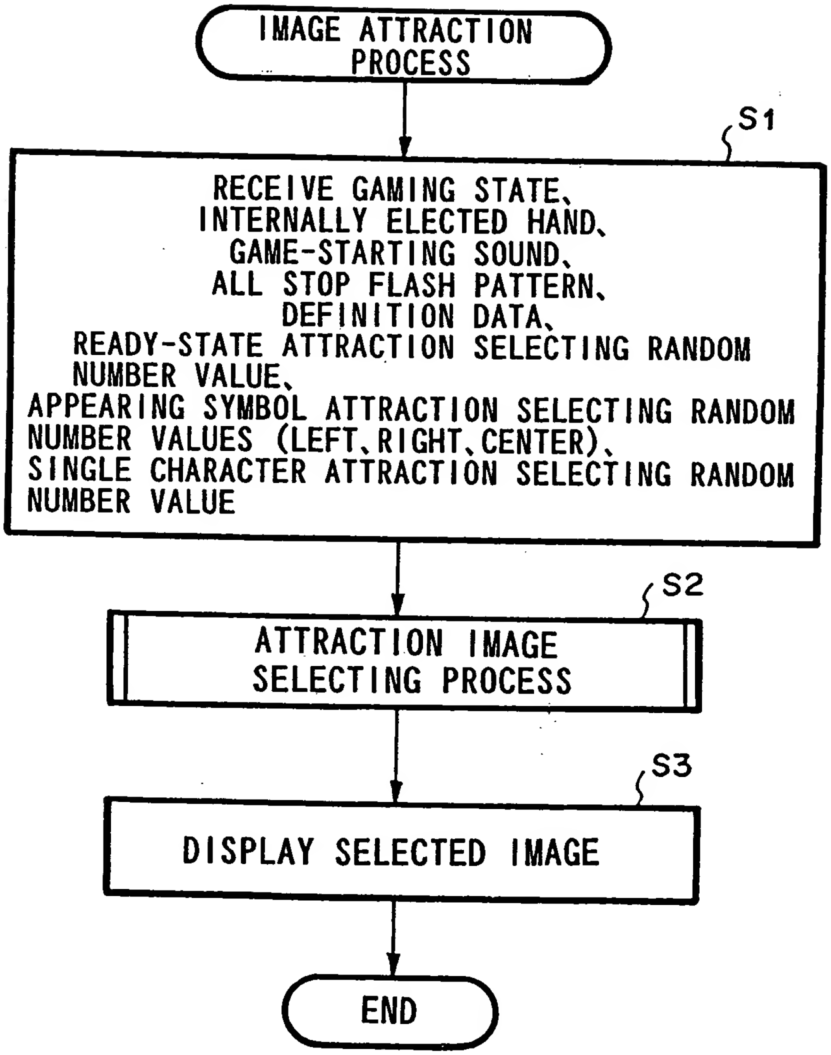
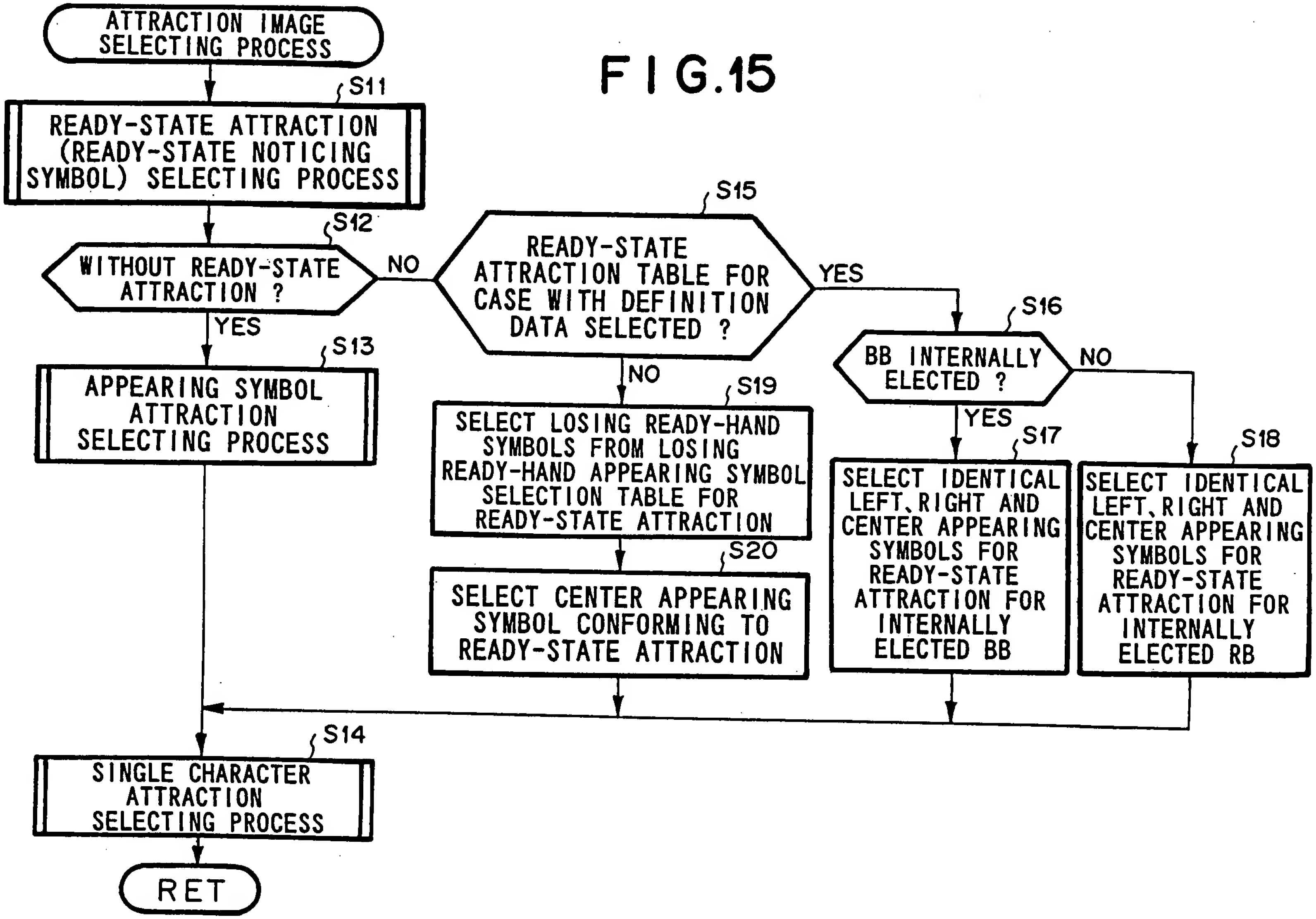


IMAGE ATTRACTION PROCESS
S1
RECEIVE GAMING STATE、
INTERNALLY ELECTED HAND、
GAME-STARTING SOUND、
ALL STOP FLASH PATTERN、
DEFINITION DATA、
READY-STATE ATTRACTION SELECTING RANDOM NUMBER VALUE、
APPEARING SYMBOL ATTRACTION SELECTING RANDOM NUMBER VALUES (LEFT、RIGHT、CENTER)、
SINGLE CHARACTER ATTRACTION SELECTING RANDOM NUMBER VALUE
S2
ATTRACTION IMAGE SELECTING PROCESS
S3
DISPLAY SELECTED IMAGE
END

F I G.15


ATTRACTION IMAGE SELECTING PROCESS
S11
READY-STATE ATTRACTION (READY-STATE NOTICING SYMBOL) SELECTING PROCESS
S12
WITHOUT READY-STATE ATTRACTION ?
NO
YES
S13
APPEARING SYMBOL ATTRACTION SELECTING PROCESS
S15
READY-STATE ATTRACTION TABLE FOR CASE WITH DEFINITION DATA SELECTED ?
YES
NO
S16
BB INTERNALLY ELECTED ?
NO
YES
S19
SELECT LOSING READY-HAND SYMBOLS FROM LOSING READY-HAND APPEARING SYMBOL SELECTION TABLE FOR READY-STATE ATTRACTION
S20
SELECT CENTER APPEARING SYMBOL CONFORMING TO READY-STATE ATTRACTION
S17
SELECT IDENTICAL LEFT, RIGHT AND CENTER APPEARING SYMBOLS FOR READY-STATE ATTRACTION FOR INTERNALLY ELECTED BB
S18
SELECT IDENTICAL LEFT, RIGHT AND CENTER APPEARING SYMBOLS FOR READY-STATE ATTRACTION FOR INTERNALLY ELECTED RB
S14
SINGLE CHARACTER ATTRACTION SELECTING PROCESS
RET

F I G.16

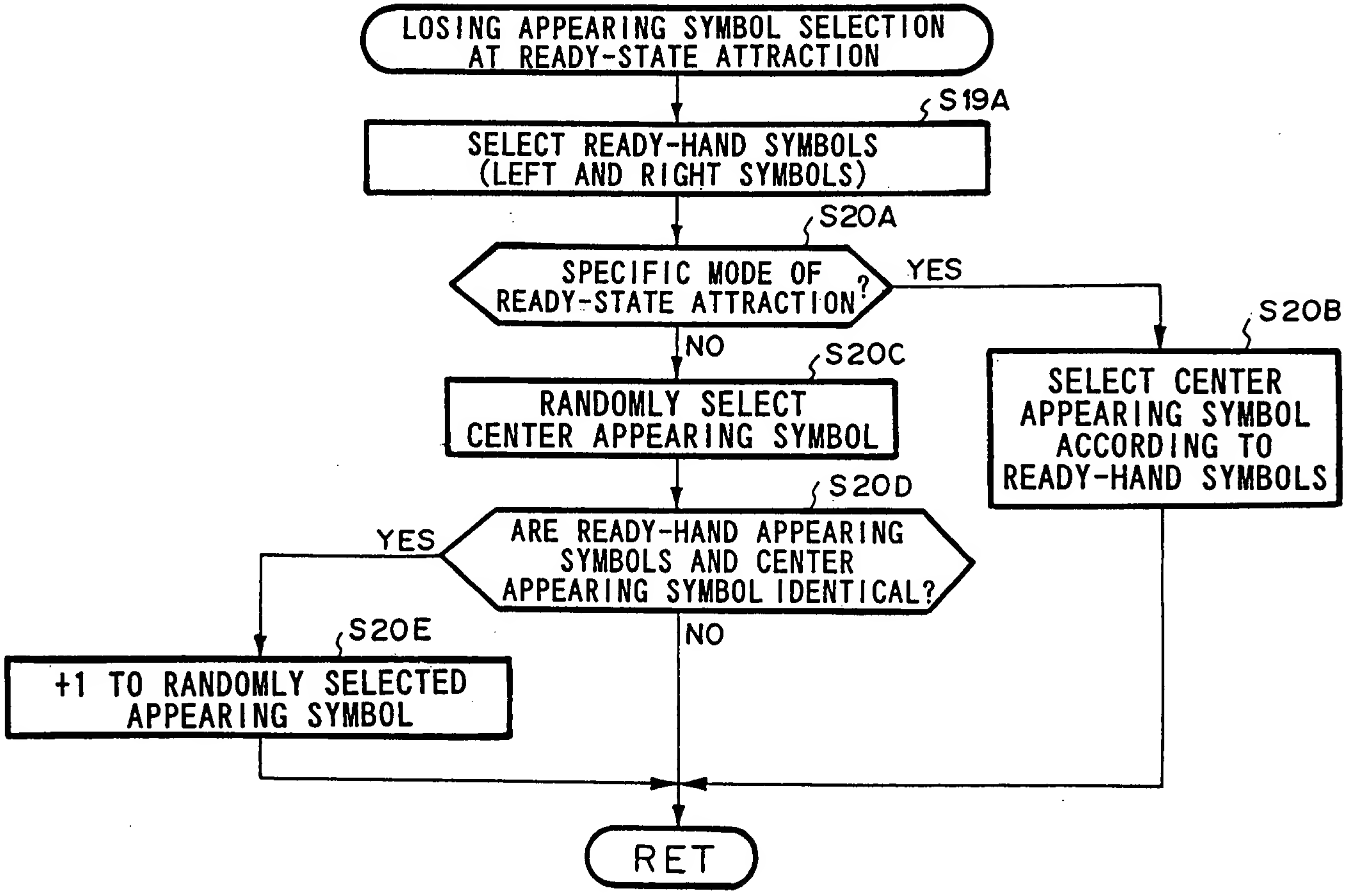
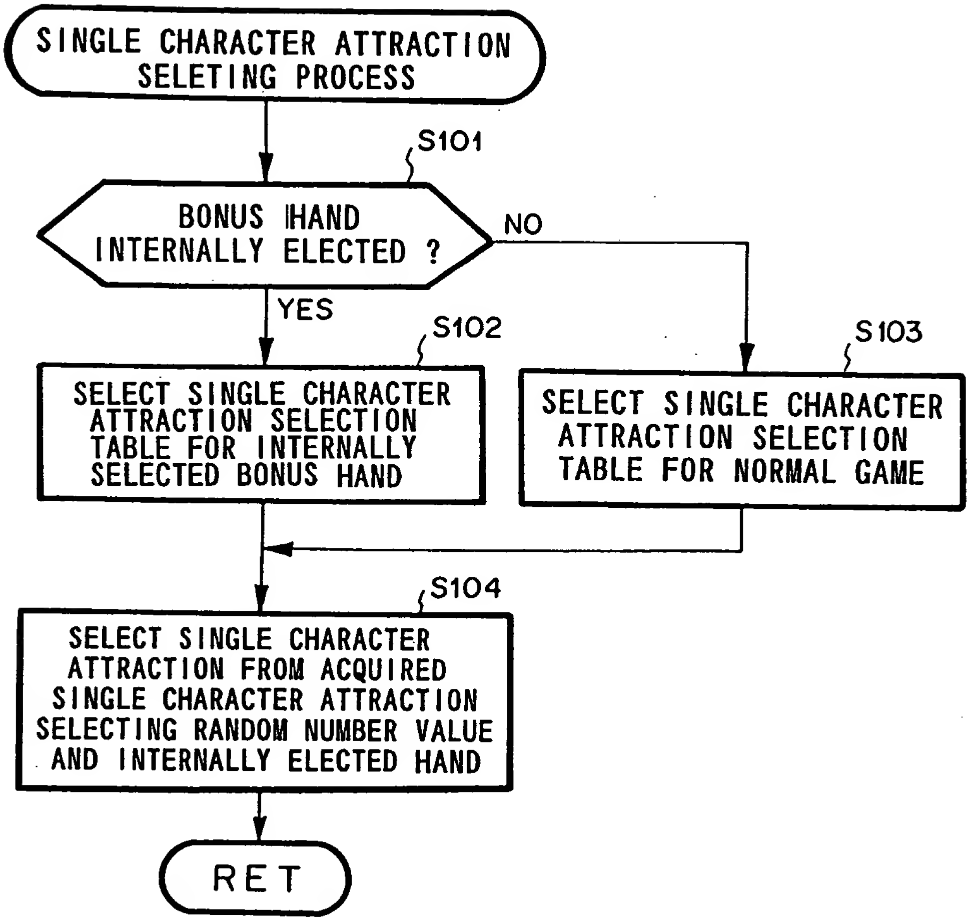

LOSING APPEARING SYMBOL SELECTION AT READY-STATE ATTRACTION
S19A
SELECT READY-HAND SYMBOLS (LEFT AND RIGHT SYMBOLS)
S20A
SPECIFIC MODE OF READY-STATE ATTRACTION?
YES
NO
S20B
SELECT CENTER APPEARING SYMBOL ACCORDING TO READY-HAND SYMBOLS
S20C
RANDOMLY SELECT CENTER APPEARING SYMBOL
S20D
ARE READY-HAND APPEARING SYMBOLS AND CENTER APPEARING SYMBOL IDENTICAL?
YES
NO
S20E
+1 TO RANDOMLY SELECTED APPEARING SYMBOL
RET

FIG.17


SINGLE CHARACTER ATTRACTION SELETING PROCESS
S101
BONUS HAND INTERNALLY ELECTED ?
NO
YES
S102
SELECT SINGLE CHARACTER ATTRACTION SELECTION TABLE FOR INTERNALLY SELECTED BONUS HAND
S103
SELECT SINGLE CHARACTER ATTRACTION SELECTION TABLE FOR NORMAL GAME
S104
SELECT SINGLE CHARACTER ATTRACTION FROM ACQUIRED SINGLE CHARACTER ATTRACTION SELECTING RANDOM NUMBER VALUE AND INTERNALLY ELECTED HAND
RET

F I G.18

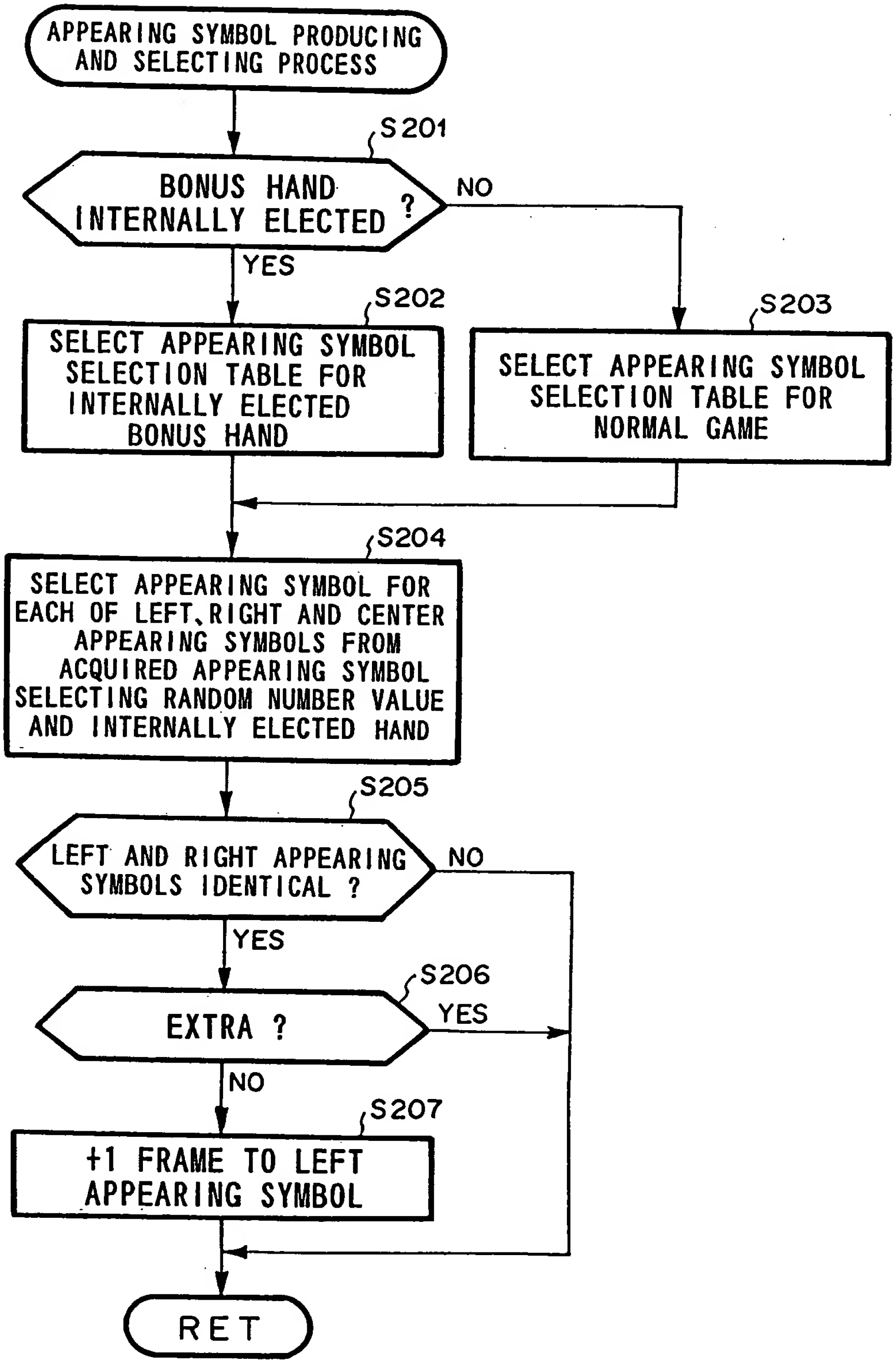
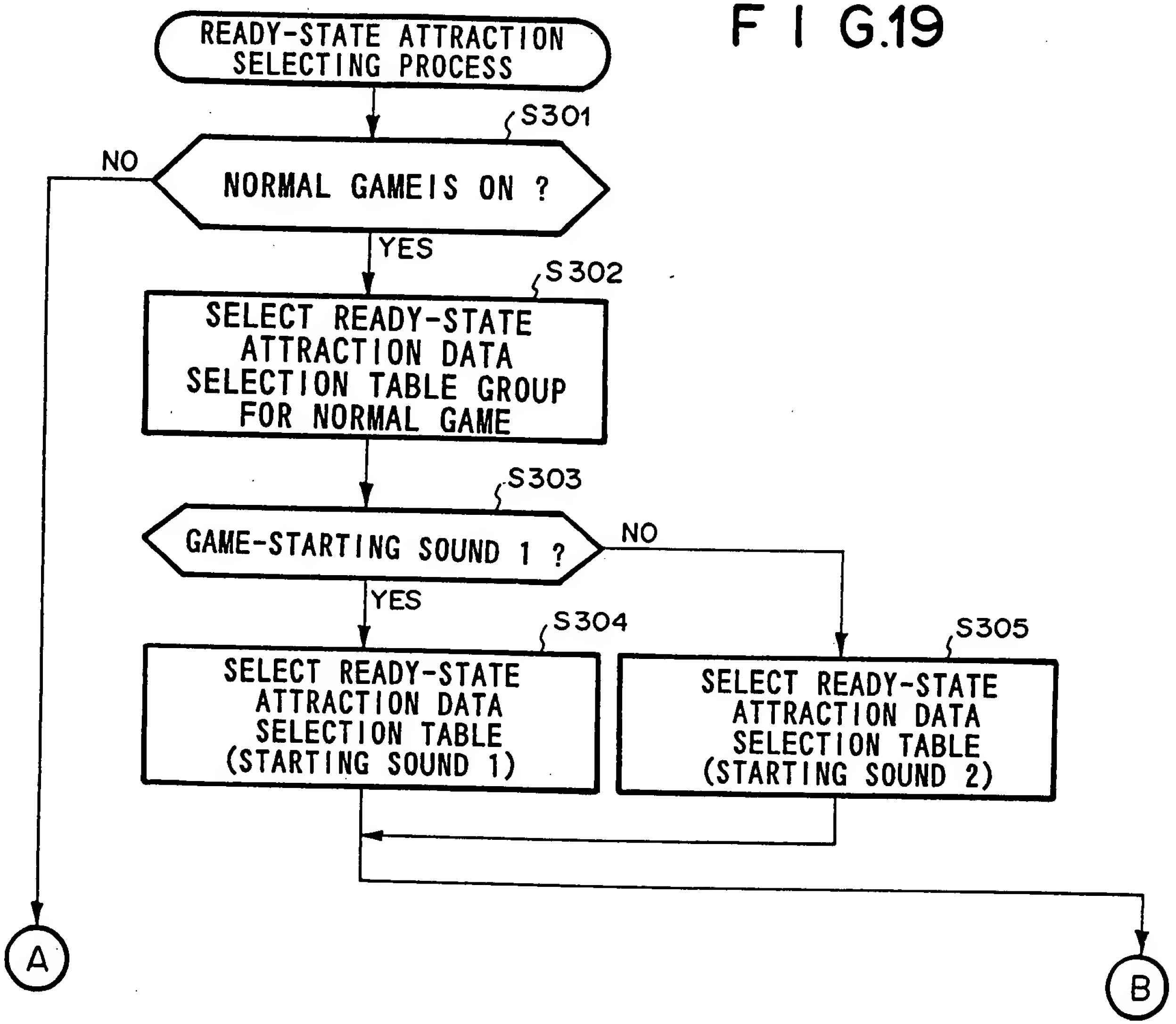
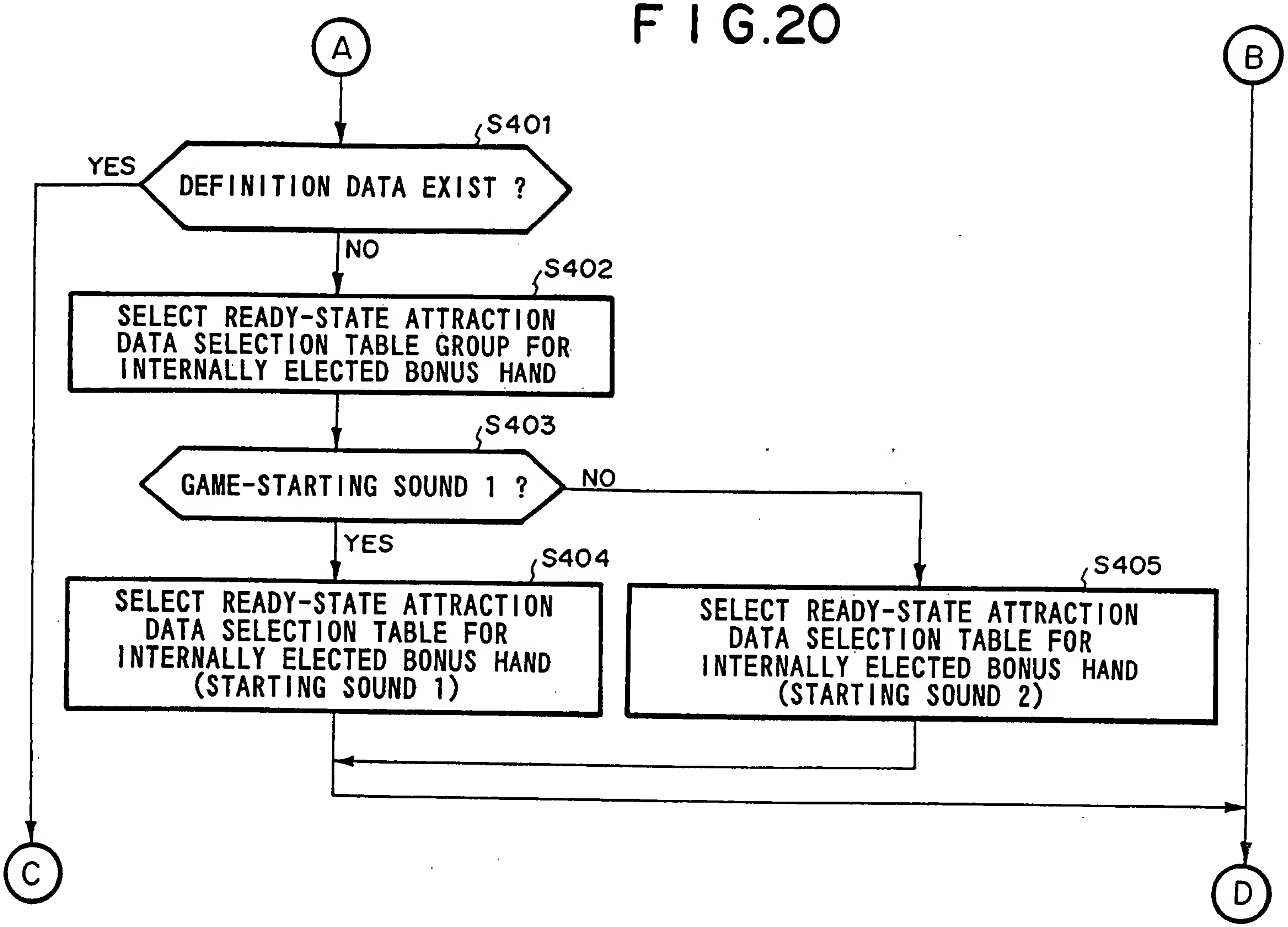

APPEARING SYMBOL PRODUCING AND SELECTING PROCESS
S201
BONUS HAND INTERNALLY ELECTED ?
NO
YES
S202
SELECT APPEARING SYMBOL SELECTION TABLE FOR INTERNALLY ELECTED BONUS HAND
S203
SELECT APPEARING SYMBOL SELECTION TABLE FOR NORMAL GAME
S204
SELECT APPEARING SYMBOL FOR EACH OF LEFT、RIGHT AND CENTER APPEARING SYMBOLS FROM ACQUIRED APPEARING SYMBOL SELECTING RANDOM NUMBER VALUE AND INTERNALLY ELECTED HAND
S205
LEFT AND RIGHT APPEARING SYMBOLS IDENTICAL ?
NO
YES
S206
EXTRA ?
YES
NO
S207
+1 FRAME TO LEFT APPEARING SYMBOL
RET

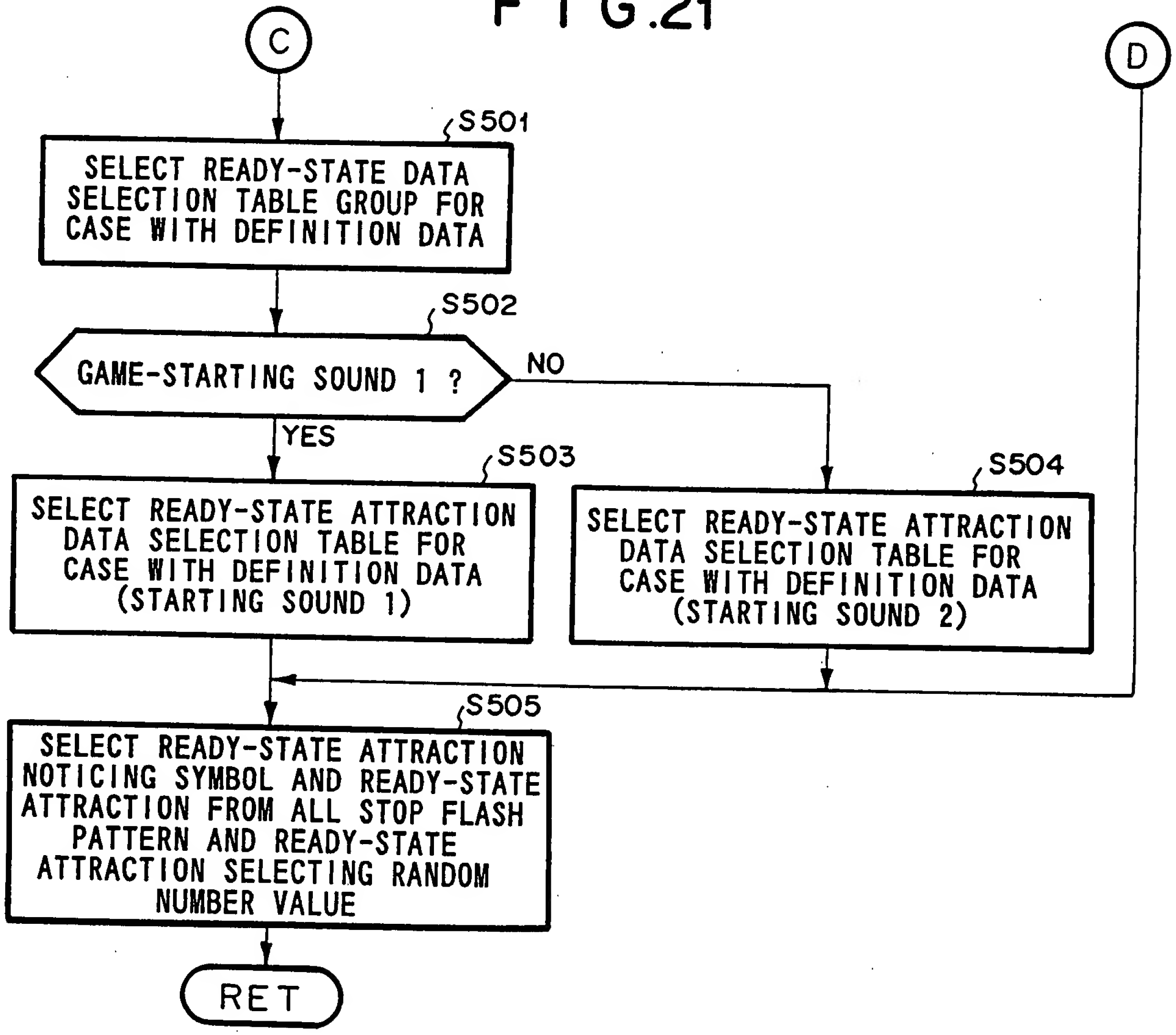
FIG.19


READY-STATE ATTRACTION SELECTING PROCESS
S301
NORMAL GAMEIS ON ?
NO
YES
S302
SELECT READY-STATE ATTRACTION DATA SELECTION TABLE GROUP FOR NORMAL GAME
S303
GAME-STARTING SOUND 1 ?
NO
YES
S304
SELECT READY-STATE ATTRACTION DATA SELECTION TABLE (STARTING SOUND 1)
S305
SELECT READY-STATE ATTRACTION DATA SELECTION TABLE (STARTING SOUND 2)
A
B

F I G.20


A
B
S401
DEFINITION DATA EXIST ?
YES
NO
S402
SELECT READY-STATE ATTRACTION DATA SELECTION TABLE GROUP FOR INTERNALLY ELECTED BONUS HAND
S403
GAME-STARTING SOUND 1 ?
NO
YES
S404
SELECT READY-STATE ATTRACTION DATA SELECTION TABLE FOR INTERNALLY ELECTED BONUS HAND (STARTING SOUND 1)
S405
SELECT READY-STATE ATTRACTION DATA SELECTION TABLE FOR INTERNALLY ELECTED BONUS HAND (STARTING SOUND 2)
C
D

F I G.21


C
D
S501
SELECT READY-STATE DATA SELECTION TABLE GROUP FOR CASE WITH DEFINITION DATA
S502
GAME-STARTING SOUND 1 ?
YES
NO
S503
SELECT READY-STATE ATTRACTION DATA SELECTION TABLE FOR CASE WITH DEFINITION DATA (STARTING SOUND 1)
S504
SELECT READY-STATE ATTRACTION DATA SELECTION TABLE FOR CASE WITH DEFINITION DATA (STARTING SOUND 2)
S505
SELECT READY-STATE ATTRACTION NOTICING SYMBOL AND READY-STATE ATTRACTION FROM ALL STOP FLASH PATTERN AND READY-STATE ATTRACTION SELECTING RANDOM NUMBER VALUE
RET

IDENTICAL LEFT, CENTER AND RIGHT APPEARING SYMBOL SELECTION TABLE FOR READY-STATE ATTRACTION FOR INTERNALLY ELECTED BB

FIG.22A

IDENTICAL LEFT, CENTER AND RIGHT SYMBOL	
7	6553
Do	26214
CAKE	19661
COOKIE	13107

IDENTICAL LEFT, CENTER AND RIGHT APPEARING SYMBOL SELECTION TABLE FOR READY-STATE ATTRACTION FOR INTERNALLY ELECTED RB

FIG.22B

IDENTICAL LEFT, CENTER AND RIGHT SYMBOL	
BAR	6553
Do	13107
CAKE	19661
COOKIE	26214

LOSING READY-HAND APPEARING SYMBOL SELECTION TABLE FOR READY-STATE ATTRACTION

FIG.22C

READY-HAND APPEARING SYMBOL	
7	13107
BAR	13107
Do	13107
CAKE	13107
COOKIE	13107

LOSING CENTER APPEARING SYMBOL SELECTION TABLE FOR SPECIFIC MODE OF READY-STATE ATTRACTION

FIG.22D

READY-HAND APPEARING SYMBOL	CENTER
7	BAR
BAR	Do
Do	E
CAKE	COOKIE
COOKIE	7

F I G.23

SAMPLED VALUE	WINNING DEFINITION DATA	GAME-STARTING SOUND	BLINKING PATTERN AFTER STOPPING ALL REELS
FLASH DATA TABLE 9	DIAMOND DURING INTERNAL ELECTION OF BB OR RB		
028	NO	STARTING SOUND 1	4
022	NO	STARTING SOUND 1	5
050	YES	STARTING SOUND 1	7
156	NO	STARTING SOUND 2	NO
FLASH DATA TABLE 0	MISS IN NORMAL GAME		
225	NO	STARTING SOUND 1	NO
001	NO	STARTING SOUND 1	5
013	NO	STARTING SOUND 2	NO
013	NO	STARTING SOUND 2	NO
001	NO	STARTING SOUND 2	2
001	NO	STARTING SOUND 2	3
001	NO	STARTING SOUND 2	5
001	NO	STARTING SOUND 2	NO
FLASH DATA TABLE 1	GROUP 1 IN NORMAL GAME		
163	NO	STARTING SOUND 1	NO
006	NO	STARTING SOUND 1	2
003	NO	STARTING SOUND 1	3
041	NO	STARTING SOUND 2	NO
001	NO	STARTING SOUND 2	7
026	NO	STARTING SOUND 2	NO
002	NO	STARTING SOUND 2	6
010	NO	STARTING SOUND 2	NO
004	NO	STARTING SOUND 2	2

FIG.24

SAMPLED VALUE	WINNING DEFINITION DATA	GAME-STARTING SOUND	BLINKING PATTERN AFTER STOPPING ALL REELS
FLASH DATA TABLE 2	DG IN NORMAL GAME		
188	NO	STARTING SOUND 1	NO
010	NO	STARTING SOUND 1	1
002	NO	STARTING SOUND 1	6
001	NO	STARTING SOUND 2	NO
001	NO	STARTING SOUND 2	NO
013	NO	STARTING SOUND 2	NO
036	NO	STARTING SOUND 2	NO
001	NO	STARTING SOUND 2	2
004	NO	STARTING SOUND 2	6
FLASH DATA TABLE 3	DIAMOND IN NORMAL GAME		
113	NO	STARTING SOUND 1	NO
002	NO	STARTING SOUND 1	4
001	NO	STARTING SOUND 1	5
002	NO	STARTING SOUND 2	NO
018	NO	STARTING SOUND 2	4
120	NO	STARTING SOUND 2	NO
FLASH DATA TABLE 4	REPLAY IN NORMAL GAME		
196	NO	STARTING SOUND 1	NO
010	NO	STARTING SOUND 1	1
002	NO	STARTING SOUND 1	6
022	NO	STARTING SOUND 2	NO
022	NO	STARTING SOUND 2	NO
001	NO	STARTING SOUND 2	NO
001	NO	STARTING SOUND 2	NO
001	NO	STARTING SOUND 2	2
001	NO	STARTING SOUND 2	6

FIG.25

SAMPLED VALUE	WINNING DEFINITION DATA	GAME-STARTING SOUND	BLINKING PATTERN AFTER STOPPING ALL REELS
FLASH DATA TABLE 5	BB、RB IN NORMAL_GAME		
114	NO	STARTING SOUND 1	NO
001	NO	STARTING SOUND 1	4
001	YES	STARTING SOUND 1	7
001	YES	STARTING SOUND 2	8
009	NO	STARTING SOUND 2	NO
001	NO	STARTING SOUND 2	7
020	NO	STARTING SOUND 2	NO
005	NO	STARTING SOUND 2	2
020	NO	STARTING SOUND 2	NO
002	NO	STARTING SOUND 2	2
004	YES	STARTING SOUND 2	6
026	NO	STARTING SOUND 2	NO
004	NO	STARTING SOUND 2	3
045	NO	STARTING SOUND 2	NO
003	NO	STARTING SOUND 2	5
FLASH DATA TABLE 6	MISS DURING INTERNAL ELECTION OF BB OR RB		
154	NO	STARTING SOUND 1	NO
006	NO	STARTING SOUND 1	5
006	YES	STARTING SOUND 1	3
011	YES	STARTING SOUND 2	4
012	YES	STARTING SOUND 2	5
005	NO	STARTING SOUND 2	2
035	NO	STARTING SOUND 2	3
027	NO	STARTING SOUND 2	5

FIG.26

SAMPLED VALUE	WINNING DEFINITION DATA	GAME-STARTING SOUND	BLINKING PATTERN AFTER STOPPING ALL REELS
FLASH DATA TABLE 7	GROUP 1 DURING INTERNAL ELECTION OF BB OR RB		
027	NO	STARTING SOUND 1	NO
028	NO	STARTING SOUND 1	2
042	NO	STARTING SOUND 1	3
003	YES	STARTING SOUND 1	8
001	NO	STARTING SOUND 2	NO
021	NO	STARTING SOUND 2	7
038	NO	STARTING SOUND 2	NO
006	NO	STARTING SOUND 2	6
085	NO	STARTING SOUND 2	NO
005	NO	STARTING SOUND 2	2
FLASH DATA TABLE 8	DG、REPLAY DURING INTERNAL ELECTION OF BB OR RB		
079	NO	STARTING SOUND 1	NO
021	NO	STARTING SOUND 1	1
014	YES	STARTING SOUND 1	5
014	NO	STARTING SOUND 1	6
023	NO	STARTING SOUND 2	NO
020	NO	STARTING SOUND 2	NO
001	NO	STARTING SOUND 2	NO
019	NO	STARTING SOUND 2	6
036	NO	STARTING SOUND 2	NO
004	NO	STARTING SOUND 2	2
025	YES	STARTING SOUND 2	7

FIG.27

BLINKING PATTERN 1

STAGE	BLINKING PATTERN
1	(1) (2) (3) (4) (5) (6) (7) (8) (9)

PATTERN SHIFTING TIME
(103.25ms)

▨ ON ☐ OFF

F I G.28

BLINKING PATTERN 2

STAGE	BLINKING PATTERN	STAGE	BLINKING PATTERN
1	▨(1) (2) (3) (4) (5) (6) ▨(7) ▨(8) ▨(9)	7	(1) ▨(2) (3) (4) (5) (6) ▨(7) ▨(8) ▨(9)
2	(1) (2) (3) ▨(4) (5) (6) (7) ▨(8) ▨(9)	8	(1) (2) (3) (4) ▨(5) (6) ▨(7) (8) ▨(9)
3	(1) ▨(2) (3) (4) (5) (6) ▨(7) ▨(8) ▨(9)	9	▨(1) (2) (3) (4) (5) (6) ▨(7) ▨(8) ▨(9)
4	(1) (2) (3) (4) ▨(5) (6) ▨(7) (8) ▨(9)	1 0	(1) (2) (3) ▨(4) (5) (6) (7) ▨(8) ▨(9)
5	(1) (2) ▨(3) (4) (5) (6) ▨(7) ▨(8) ▨(9)	1 1	(1) (2) (3) (4) (5) (6) ▨(7) ▨(8) ▨(9)
6	(1) (2) (3) (4) (5) ▨(6) ▨(7) ▨(8) (9)		

PATTERN SHIFTING TIME
(150.18ms)

▨ ON ☐ OFF

F I G.29

BLINKING PATTERN 3

STAGE	BLINKING PATTERN	STAGE	BLINKING PATTERN
1	▨(1) (2) (3) (4) (5) (6) ▨(7) ▨(8) ▨(9)	7	(1) ▨(2) (3) (4) (5) (6) ▨(7) ▨(8) ▨(9)
2	(1) (2) (3) ▨(4) (5) (6) (7) ▨(8) ▨(9)	8	(1) (2) (3) (4) ▨(5) (6) ▨(7) (8) ▨(9)
3	(1) ▨(2) (3) (4) (5) (6) ▨(7) ▨(8) ▨(9)	9	▨(1) (2) (3) (4) (5) (6) ▨(7) ▨(8) ▨(9)
4	(1) (2) (3) (4) ▨(5) (6) ▨(7) (8) ▨(9)	10	(1) (2) (3) ▨(4) (5) (6) (7) ▨(8) ▨(9)
5	(1) (2) ▨(3) (4) (5) (6) ▨(7) ▨(8) ▨(9)	11	(1) (2) (3) (4) (5) (6) ▨(7) ▨(8) ▨(9)
6	(1) (2) (3) (4) (5) ▨(6) ▨(7) ▨(8) (9)		

PATTERN SHIFTING TIME
(75.09ms)

▨ ON □ OFF

FIG.30

BLINKING PATTERN 4

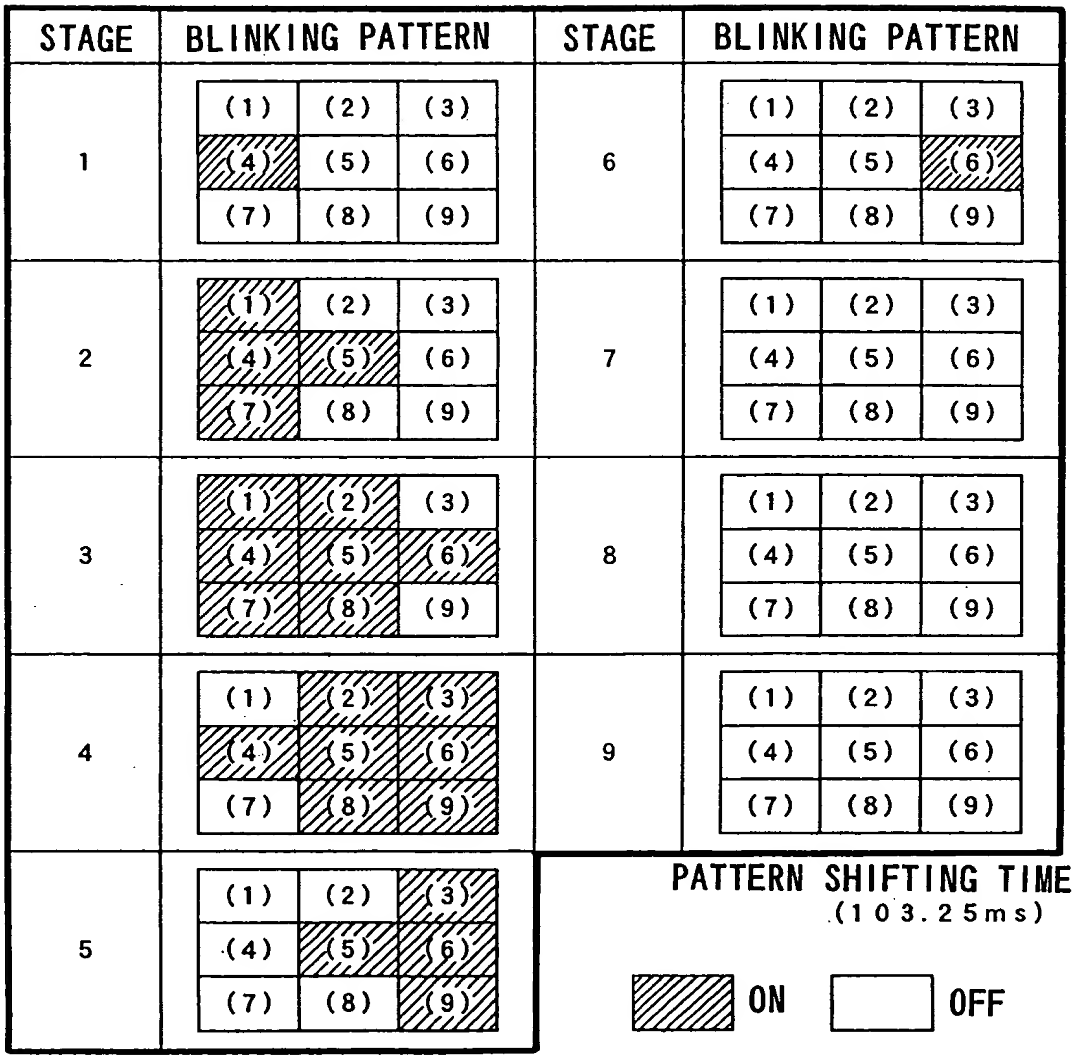
STAGE	BLINKING PATTERN	STAGE	BLINKING PATTERN
1	(1) (2) (3) ▨(4) (5) (6) (7) (8) (9)	6	(1) (2) (3) (4) (5) ▨(6) (7) (8) (9)
2	▨(1) (2) (3) ▨(4) ▨(5) (6) ▨(7) (8) (9)	7	(1) (2) (3) (4) (5) (6) (7) (8) (9)
3	▨(1) ▨(2) (3) ▨(4) ▨(5) ▨(6) ▨(7) ▨(8) (9)	8	(1) (2) (3) (4) (5) (6) (7) (8) (9)
4	(1) ▨(2) ▨(3) ▨(4) ▨(5) ▨(6) (7) ▨(8) ▨(9)	9	(1) (2) (3) (4) (5) (6) (7) (8) (9)
5	(1) (2) ▨(3) (4) ▨(5) ▨(6) (7) (8) ▨(9)		

PATTERN SHIFTING TIME
(150.18ms)

▨ ON ☐ OFF

F I G.31

BLINKING PATTERN 5



STAGE	BLINKING PATTERN	STAGE	BLINKING PATTERN
1	(1) (2) (3) ▨(4) (5) (6) (7) (8) (9)	6	(1) (2) (3) (4) (5) ▨(6) (7) (8) (9)
2	▨(1) (2) (3) ▨(4) ▨(5) (6) ▨(7) (8) (9)	7	(1) (2) (3) (4) (5) (6) (7) (8) (9)
3	▨(1) ▨(2) (3) ▨(4) ▨(5) ▨(6) ▨(7) ▨(8) (9)	8	(1) (2) (3) (4) (5) (6) (7) (8) (9)
4	(1) ▨(2) ▨(3) ▨(4) ▨(5) ▨(6) (7) ▨(8) ▨(9)	9	(1) (2) (3) (4) (5) (6) (7) (8) (9)
5	(1) (2) ▨(3) (4) ▨(5) ▨(6) (7) (8) ▨(9)		

PATTERN SHIFTING TIME
(103.25ms)

▨ ON ☐ OFF

F I G.32

BLINKING PATTERN 6

STAGE	BLINKING PATTERN	STAGE	BLINKING PATTERN
1	(1) (2) ▨(3) (4) (5) (6) (7) (8) (9)	9	(1) (2) (3) (4) (5) (6) (7) (8) (9)
2	(1) (2) (3) (4) (5) (6) (7) (8) (9)	10	(1) ▨(2) ▨(3) (4) ▨(5) ▨(6) (7) (8) (9)
3	▨(1) (2) ▨(3) (4) (5) (6) (7) (8) ▨(9)	11	(1) ▨(2) ▨(3) (4) ▨(5) ▨(6) (7) (8) (9)
4	(1) ▨(2) ▨(3) (4) (5) ▨(6) (7) (8) (9)	12	(1) (2) (3) ▨(4) ▨(5) (6) ▨(7) ▨(8) (9)
5	(1) (2) (3) (4) (5) (6) (7) (8) (9)	13	(1) (2) (3) ▨(4) (5) (6) ▨(7) ▨(8) (9)
6	(1) ▨(2) ▨(3) (4) (5) ▨(6) ▨(7) (8) (9)	14	(1) (2) (3) (4) (5) (6) ▨(7) (8) (9)
7	(1) (2) (3) (4) (5) (6) (7) (8) (9)	15	(1) (2) (3) (4) (5) (6) (7) (8) (9)
8	(1) ▨(2) ▨(3) (4) ▨(5) ▨(6) (7) (8) (9)		

PATTERN SHIFTING TIME
(150.18ms)

▨ ON ☐ OFF

F I G.33

BLINKING PATTERN 7

STAGE	BLINKING PATTERN	STAGE	BLINKING PATTERN
1	(1) (2) ▨(3) (4) (5) (6) (7) (8) (9)	9	(1) (2) (3) (4) (5) (6) (7) (8) (9)
2	(1) (2) (3) (4) (5) (6) (7) (8) (9)	10	(1) ▨(2) ▨(3) (4) ▨(5) ▨(6) (7) (8) (9)
3	▨(1) (2) ▨(3) (4) (5) (6) (7) (8) ▨(9)	11	(1) ▨(2) ▨(3) (4) ▨(5) ▨(6) (7) (8) (9)
4	(1) ▨(2) ▨(3) (4) (5) ▨(6) (7) (8) (9)	12	(1) (2) (3) ▨(4) ▨(5) (6) ▨(7) ▨(8) (9)
5	(1) (2) (3) (4) (5) (6) (7) (8) (9)	13	(1) (2) (3) ▨(4) (5) (6) ▨(7) ▨(8) (9)
6	(1) ▨(2) ▨(3) (4) (5) ▨(6) ▨(7) (8) (9)	14	(1) (2) (3) (4) (5) (6) ▨(7) (8) (9)
7	(1) (2) (3) (4) (5) (6) (7) (8) (9)	15	(1) (2) (3) (4) (5) (6) (7) (8) (9)
8	(1) ▨(2) ▨(3) (4) ▨(5) ▨(6) (7) (8) (9)		

PATTERN SHIFTING TIME
(75.09ms)

▨ NO ☐ OFF

F I G.34

BLINKING PATTERN 8

STAGE	BLINKING PATTERN	STAGE	BLINKING PATTERN
1	(1) (2) (3) (4) (5) (6) ▨(7) (8) (9)	9	(1) (2) (3) (4) (5) ▨(6) ▨(7) (8) (9)
2	(1) (2) (3) ▨(4) (5) (6) ▨(7) (8) (9)	1 0	(1) (2) (3) (4) ▨(5) (6) (7) (8) (9)
3	(1) ▨(2) (3) ▨(4) (5) (6) (7) (8) (9)	1 1	(1) (2) (3) (4) (5) ▨(6) (7) ▨(8) (9)
4	(1) ▨(2) ▨(3) ▨(4) (5) (6) (7) (8) (9)	1 2	(1) (2) (3) (4) (5) (6) (7) (8) ▨(9)
5	(1) ▨(2) ▨(3) (4) (5) (6) (7) (8) (9)	1 3	(1) (2) (3) (4) (5) (6) (7) ▨(8) (9)
6	(1) (2) ▨(3) ▨(4) (5) (6) (7) (8) (9)	1 4	(1) (2) (3) (4) (5) (6) (7) (8) ▨(9)
7	(1) ▨(2) (3) (4) (5) (6) ▨(7) (8) (9)	1 5	(1) (2) (3) (4) (5) (6) (7) (8) (9)
8	(1) (2) ▨(3) (4) ▨(5) (6) (7) (8) (9)		

PATTERN SHIFTING TIME
(1 0 3. 2 5 m s)

▨ ON ☐ OFF

F I G.35

READY-STATE ATTRACTION DATA SELECTION TABLE FOR NORMAL GAME(STARTING SOUND 1)

READY-STATE NOTICE	READY-STATE ATTRACTION	ALL STOP FLASH PATTERN							
		0 OR 1	2	3	4	5	6	7	8
NONE	NONE	60115							65535
	a	5000							
	b	50	60000	50000					
	c	50			25000	5000			
	d	50			15000	15000			
	e	10			5000	25000			
	f	50					40000	30000	
	g	50					10000	20000	
	h	10					1000	1000	
	i								
A	NONE								
	a								
	b	10	5535	15535					
	c								
	d								
	e								
	f								
	g								
	h								
	i								
B	NONE								
	a								
	b								
	c	10			15000	535			
	d	10			5000	5000			
	e	50			535	15000			
	f								
	g								
	h								
	i								
C	NONE								
	a								
	b								
	c								
	d								
	e								
	f	10					12000	10000	
	g	10					2400	4000	
	h	50					156	535	
	i								
D	NONE								
	a								
	b								
	c								
	d								
	e								
	f								
	g								
	h								
	i								

F I G.36

READY-STATE ATTRACTION DATA SELECTION TABLE FOR NORMAL GAME(STARTING SOUND 2)

READY-STATE NOTICE	READY-STATE ATTRACTION	ALL STOP FLASH PATTERN							
		0 OR 1	2	3	4	5	6	7	8
NONE	NONE	45867	65535	65535	65535	65535	65535	65535	65535
	a	1							
	b	1000							
	c	7000							
	d	2100							
	e	1							
	f	7000							
	g	1060							
	h	1							
	i								
A	NONE								
	a								
	b	1							
	c								
	d								
	e								
	f								
	g								
	h								
	i								
B	NONE								
	a								
	b								
	c	800							
	d	201							
	e	1							
	f								
	g								
	h								
	i								
C	NONE								
	a								
	b								
	c								
	d								
	e								
	f	300							
	g	201							
	h	1							
	i								
D	NONE								
	a								
	b								
	c								
	d								
	e								
	f								
	g								
	h								
	i								

F I G.37

READY-STATE ATTRACTION DATA SELECTION TABLE FOR INTERNALLY ELECTED BONUS HAND (STARTING SOUND 1)

READY-STATE NOTICE	READY-STATE ATTRACTION	ALL STOP FLASH PATTERN							
		0 OR 1	2	3	4	5	6	7	8
NONE	NONE	60115							65535
	a	5000							
	b	50	35535	5535					
	c	50			25000	5000			
	d	50			15000	15000			
	e	10			5000	25000			
	f	50					20000	535	
	g	50					20000	4000	
	h	10					6000	20000	
	l								
A	NONE								
	a								
	b	10	30000	60000					
	c								
	d								
	e								
	f								
	g								
	h								
	i								
B	NONE								
	a								
	b								
	c	10			15000	535			
	d	10			5000	5000			
	e	50			535	15000			
	f								
	g								
	h								
	i								
C	NONE								
	a								
	b								
	c								
	d								
	e						5000	1000	
	f	10					9000	10000	
	g	10					5535	30000	
	h	50							
	i								
D	NONE								
	a								
	b								
	c								
	d								
	f								
	g								
	h								
	i								

FIG.38

READY-STATE ATTRACTION DATA SELECTION TABLE FOR INTERNALLY ELECTED BONUS HAND (STARTING SOUND 2)

READY-STATE NOTICE	READY-STATE ATTRACTION	ALL STOP FLASH PATTERN							
		0 OR 1	2	3	4	5	6	7	8
NONE	NONE	65535	65535	65535	65535	65535	65535	65535	65535
	a								
	b								
	c								
	d								
	e								
	f								
	g								
	h								
	i								
A	NONE								
	a								
	b								
	c								
	d								
	e								
	f								
	g								
	h								
	i								
B	NONE								
	a								
	b								
	c								
	d								
	e								
	f								
	g								
	h								
	i								
C	NONE								
	a								
	b								
	c								
	d								
	e								
	f								
	g								
	h								
	i								
D	NONE								
	a								
	b								
	c								
	d								
	e								
	f								
	g								
	h								
	i								

FIG.39

READY-STATE ATTRACTION DATA SELECTION TABLE FOR CASE WITH DEFINITION DATA (STARTING SOUND 1)

READY-STATE NOTICE	READY-STATE ATTRACTION	ALL STOP FLASH PATTERN							
		0 OR 1	2	3	4	5	6	7	8
NONE	NONE	65535							
	a								
	b								
	c								
	d								
	e								
	f								
	g								
	h								
	i								
A	NONE								
	a								
	b		65535	65500					
	c								
	d								
	e								
	f								
	g								
	h								
	i								
B	NONE								
	a								
	b								
	c				15000	15000			
	d				20000	20000			
	e				30535	30500			
	f								
	g								
	h								
	i								
C	NONE								
	a								
	b								
	c								
	d								
	e								
	f						15000	15000	
	g						20000	20000	
	h						30535	30500	
	i								
D	NONE								
	a								
	b								
	c								
	d								
	e								
	f								
	g								
	h								
	i			35		35		35	
E									65535

WHOLE REELS ROTATION

F I G.40

READY-STATE ATTRACTION DATA SELECTION TABLE FOR CASE WITH DEFINITION DATA (STARTING SOUND 2)

READY-STATE NOTICE	READY-STATE ATTRACTION	ALL STOP FLASH PATTERN							
		0 OR 1	2	3	4	5	6	7	8
NONE	NONE	65535							
	a								
	b								
	c								
	d								
	e								
	f								
	g								
	h								
	i								
A	NONE								
	a								
	b		65535	65023					
	c								
	d								
	e								
	f								
	g								
	h							1024	
	i								
B	NONE								
	a								
	b			512					
	c				15000	15000			
	d				20000	20000			
	e				30535	29511			
	f								
	g								
	h								
	i								
C	NONE								
	a								
	b								
	c								
	d								
	e					1024			
	f						15000	15000	
	g						20000	20000	
	h						30535	29511	
	i								
D	NONE								
	a								
	b								
	c								
	d								
	e								
	f								
	g								
	h								
	i								
E									65535

WHOLE REELS ROTATION

FIG.41A SINGLE CHARACTER ATTRACTION SELECTION TABLE FOR NORMAL GAME

	INTERNALLY ELECTED HAND						
	GROUP 1	DG	DIAMOND	REPLAY	RB	BB	MISS
a	52427				3277	3277	
b	6554				13107	13107	
c		32768			3277	3277	
d		3277			13107	13107	
e			52427		3277	3277	
f			6554		13107	13107	
g				65535	13107	13107	
NONE	6554	29490	6554		3276	3277	65535

FIG.41B SINGLE CHARACTER ATTRACTION SELECTION TABLE FOR INTERNALLY ELECTED BONUS HAND

	INTERNALLY ELECTED HAND						
	GROUP 1	DG	DIAMOND	REPLAY	RB	BB	MISS
a	19660	3277	4369	6554			
b	26214	3277	4369	6554			
c	4369	22936		6554			
d	4369	22936	4369	6554			
e	4369		19660	6554			
f		3277	26214	6554			
g		3277	4369	13105			
NONE	6554	6553	6554	13106			65535

F I G.42A

APPEARING SYMBOL SELECTION TABLE FOR NORMAL GAME

		GROUP 1	DG	DIAMOND	REPLAY	MISS	RB	BB
1st	"E"	1966	7864	7864	1	11796	2621	1310
2nd	"X"	1310	22937	7864	1	12451	2621	1310
3rd	"T"	39976	8519	7864	1	12451	2621	1310
	"R"	1966	7864	7864	65523	12451	2621	1310
	"A"	1310	8519	7864	1	13107	2621	1310
	"7"	659	659	7867	4	659	6558	22288
	"BAR"	655	1310	1310	1	655	18349	6553
	"Do"	16383	1966	5898	1	655	6553	11796
	"CAKE"	655	2621	5570	1	655	10485	9174
	"COOKIE"	655	3276	5570	1	655	10485	9174
		65535	65535	65535	65535	65535	65535	65535

F I G.42B

APPEARING SYMBOL SELECTION TABLE FOR INTERNALLY ELECTED BONUS HAND

		GROUP 1	DG	DIAMOND	REPLAY	MISS (RB)	MISS (BB)
1st	"E"	1966	1310	20971	9830	1	3276
2nd	"X"	1310	42597	4587	9830	11796	11796
3rd	"T"	1966	1310	4587	9830	3276	1
	"R"	1310	3276	4587	13107	11794	12451
	"A"	39321	3276	4587	9830	12451	11794
	"7"	1315	1971	5248	168	3938	6559
	"BAR"	1310	1966	5242	163	6553	3932
	"Do"	14417	2621	5242	4259	5242	5242
	"CAKE"	1310	3276	5242	4259	5242	5242
	"COOKIE"	1310	3932	5242	4259	5242	5242
		65535	65535	65535	65535	65535	65535

FIG.43

FLASH DATA SELECTION TABLE FOR NORMAL GAME

INTERNALLY ELECTED HAND	FLASH DATA No.
MISS	0
GROUP 1(DB OR CHERRY)	1
DG	2
DIAMOND	3
REPLAY	4
RB	5
BB	5

FLASH DATA SELECTION TABLE FOR INTERNALLY ELECTED BONUS HAND

INTERNALLY ELECTED HAND	FLASH DATA No.
MISS	6
GROUP 1(DB OR CHERRY)	7
DG	8
DIAMOND	9
REPLAY	8

SELECTION RANDOM NUMBER VALUE 0-255

FIG.44

TRANSMISSION COMMAND

GAMING STATE	DURING NORMAL GAME
	NORMAL GAME IN BB
	DURING RB INTERNAL ELECTION
	DURING BB INTERNAL ELECTION
	DURING RB ACTION

INTERNALLY ELECTED STATE	MISS	
	GROUP 1	CHERRY
		DRAGON BREAK(DB)
	DRAGON(DG)	
	DIAMOND	
	RB	
	BB	
	REPLAY	

GAME-STARTING SOUND	1
	2

ALL STOP FLASH PATTERN	0
	1
	2
	3
	4
	5
	6
	7
	8

DEFINITION DATA	0 (NO)
	1 (YES)

READY-STATE ATTRACTION SELECTING RANDOM NUMBER VALUE	0−65535

APPEARING SYMBOL ATTRACTION SELECTING RANDOM NUMBER VALUE(LEFT)	0−65535
APPEARING SYMBOL ATTRACTION SELECTING RANDOM NUMBER VALUE(RIGHT)	0−65535
APPEARING SYMBOL ATTRACTION SELECTING RANDOM NUMBER VALUE(CENTER)	0−65535

SINGLE CHARACTER ATTRACTION SELECTING RANDOM NUMBER VALUE	0−65535

FIG. 45

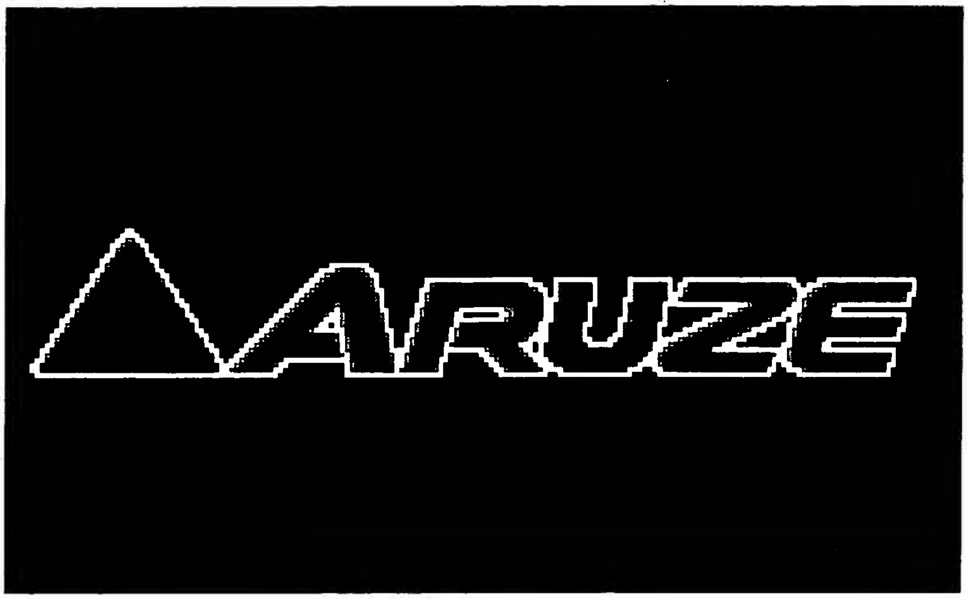
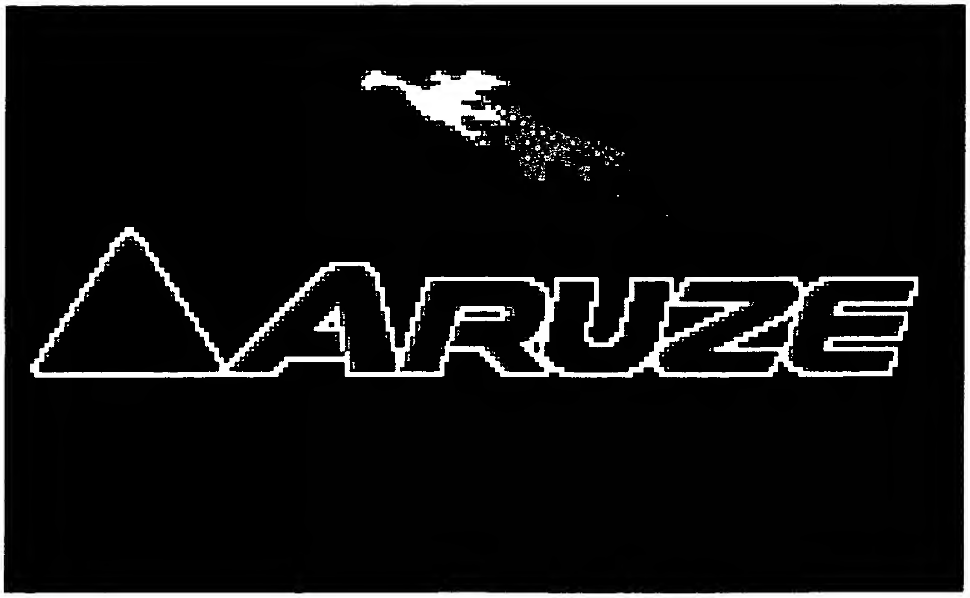


FIG. 46



F I G. 47

F I G. 48

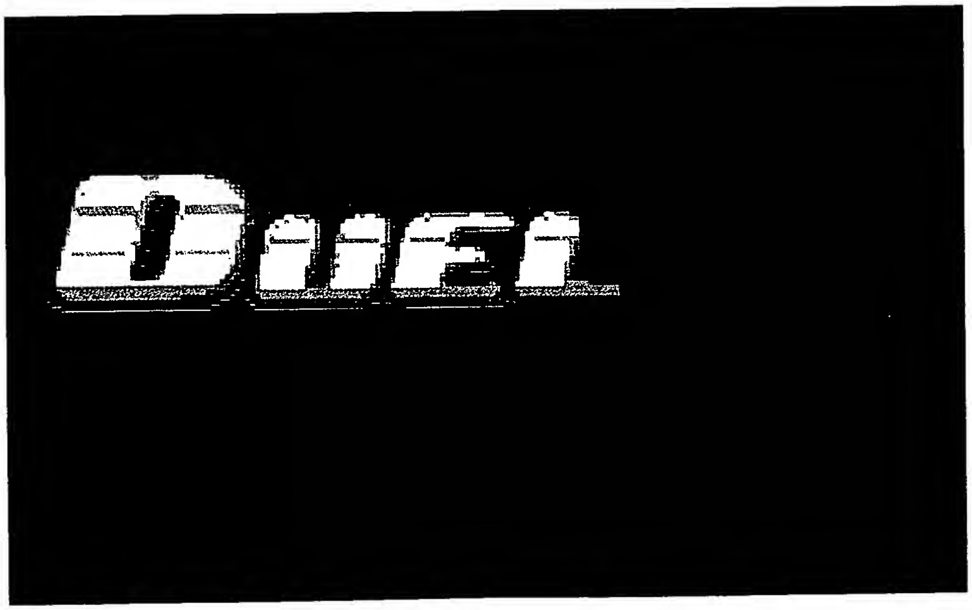


FIG. 49

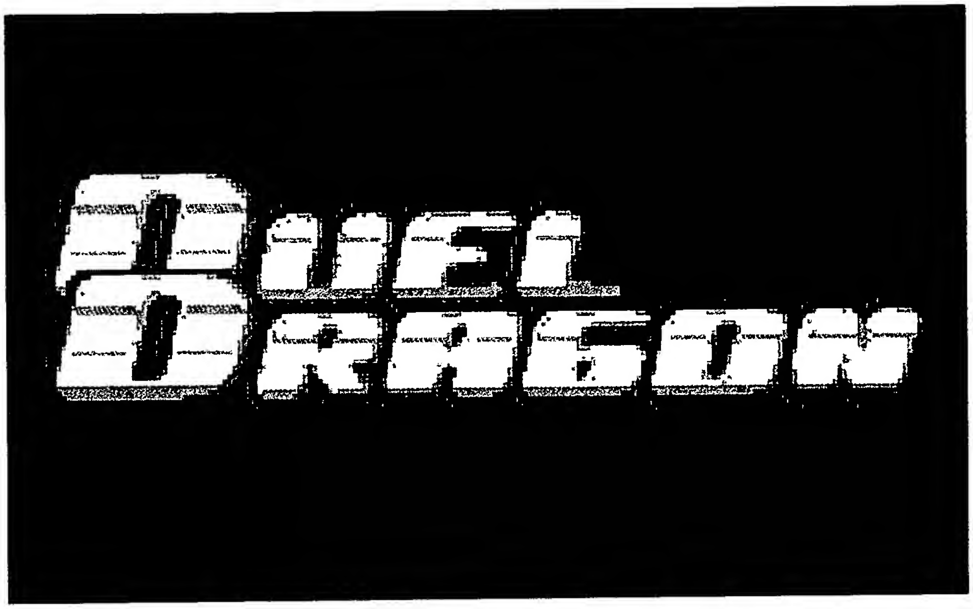


FIG. 50

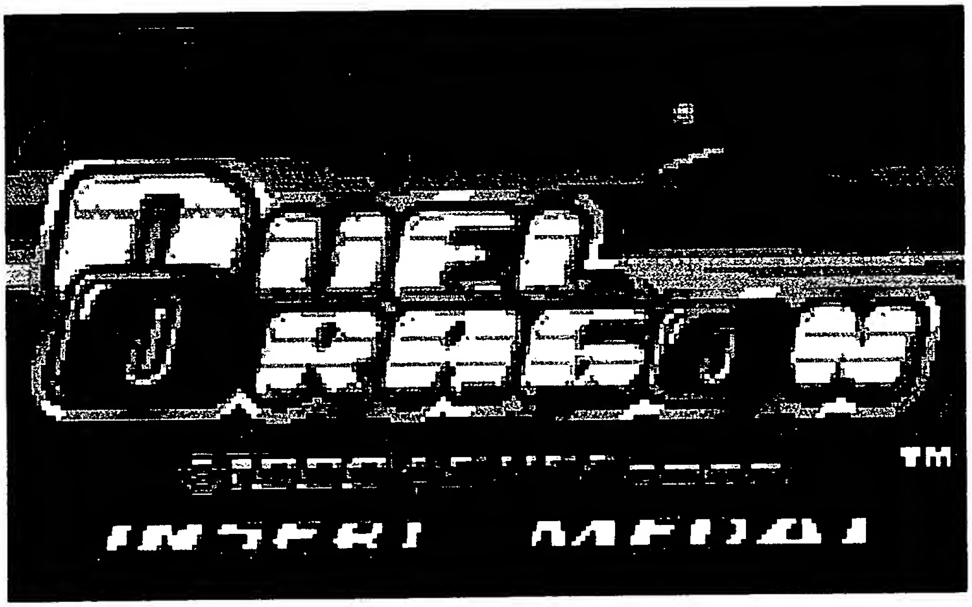


FIG. 51

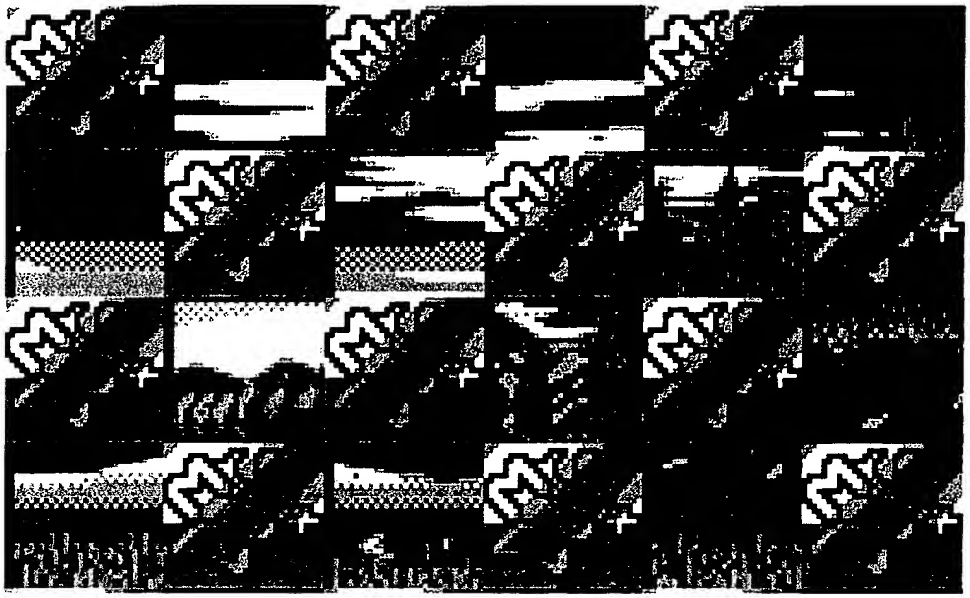


FIG. 52

FIG. 53

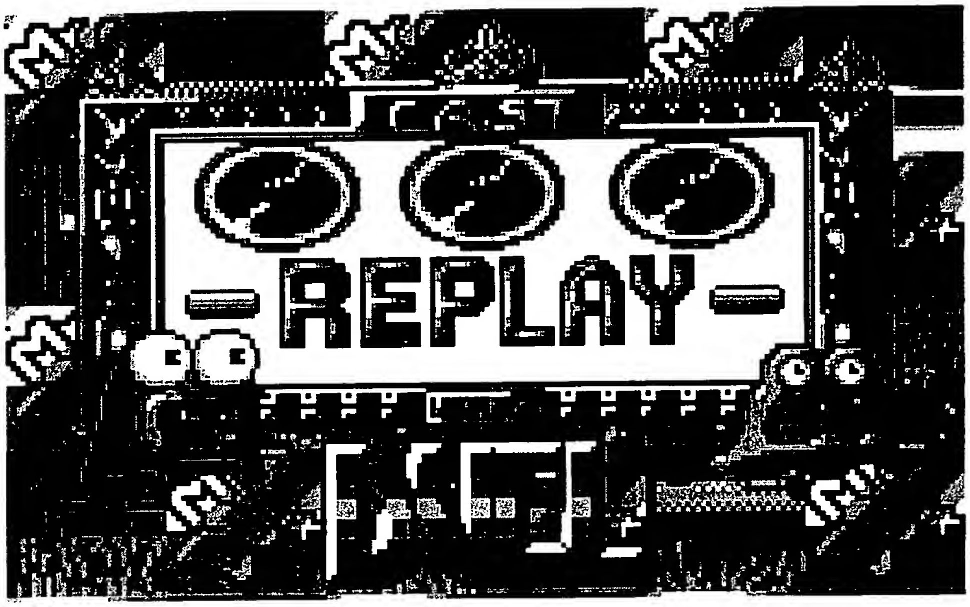


FIG. 54

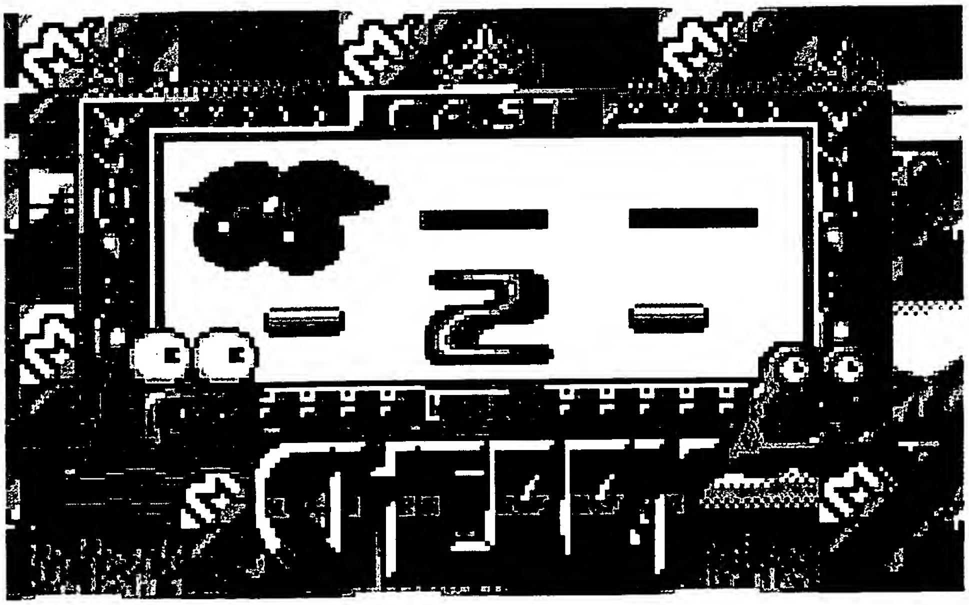


FIG. 55

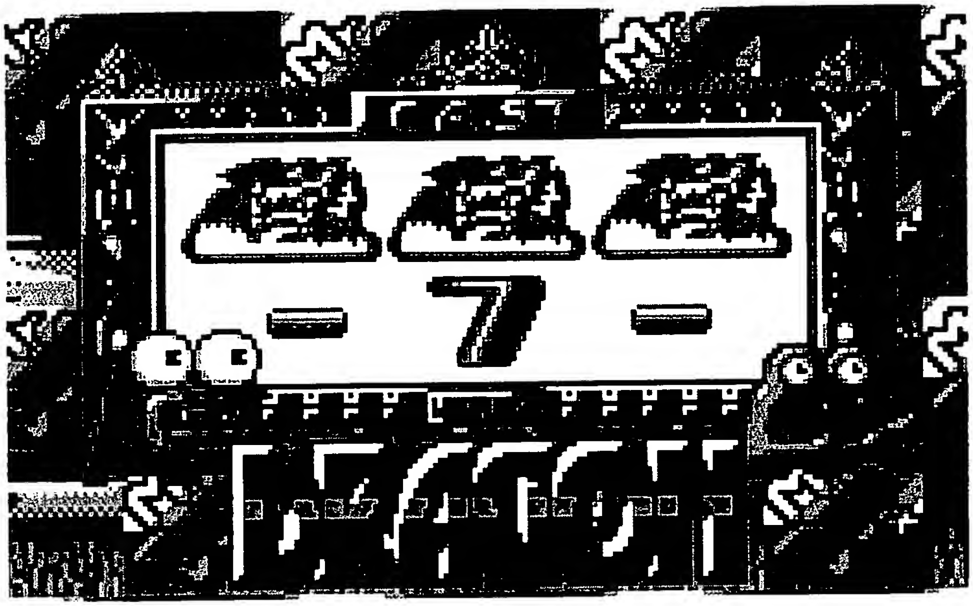
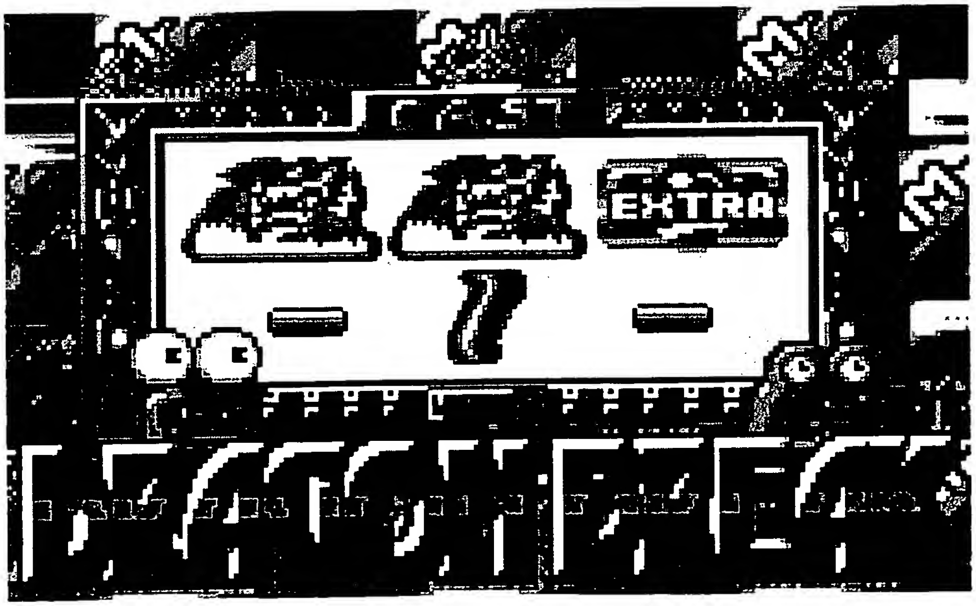
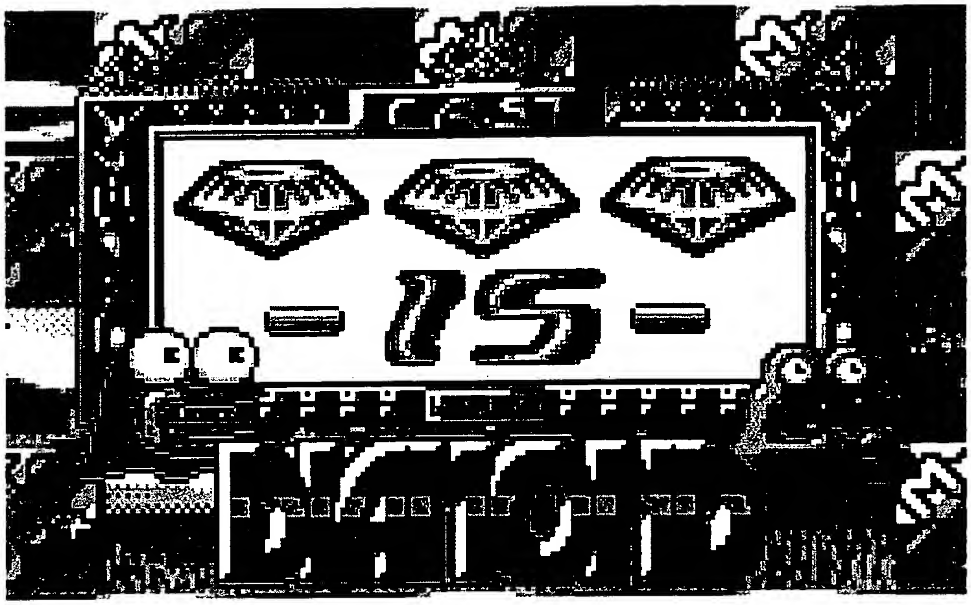


FIG. 56



F I G. 57



F I G. 58

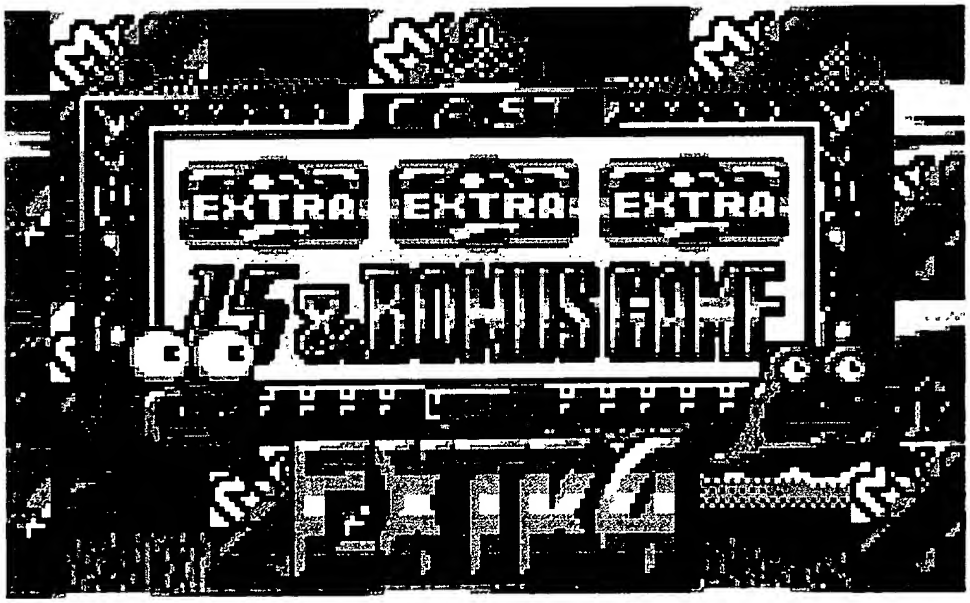


FIG. 59

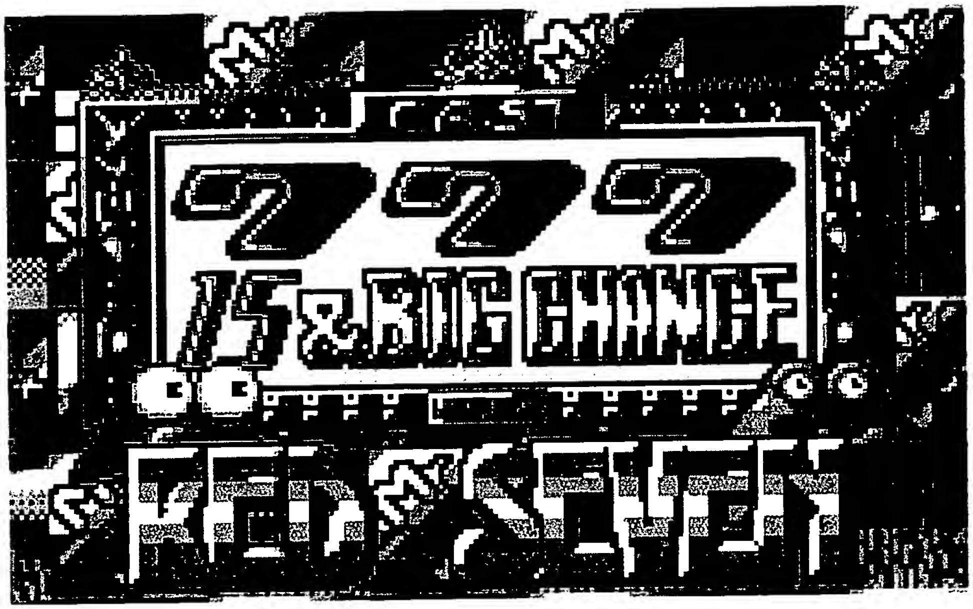


FIG. 60

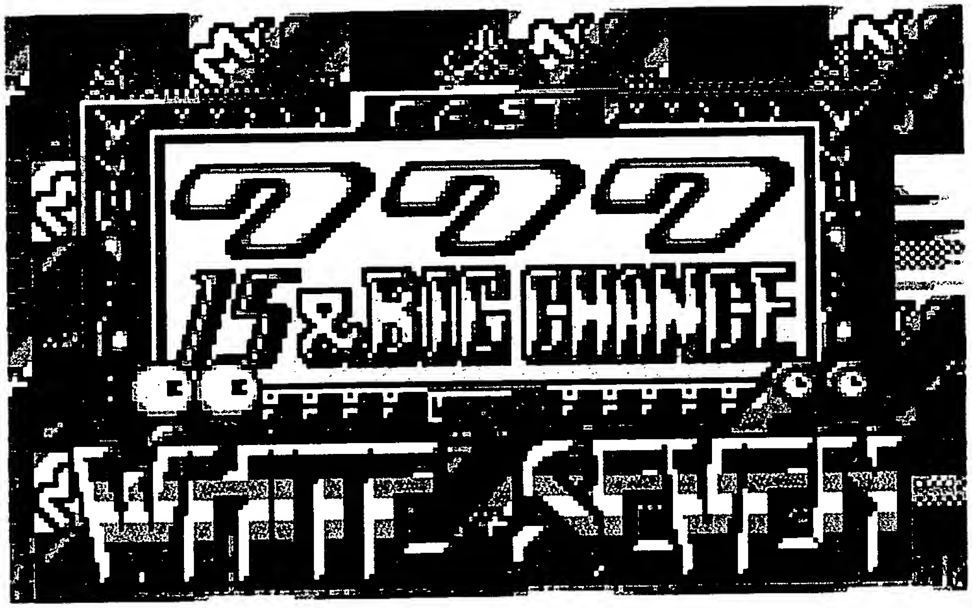


FIG. 61

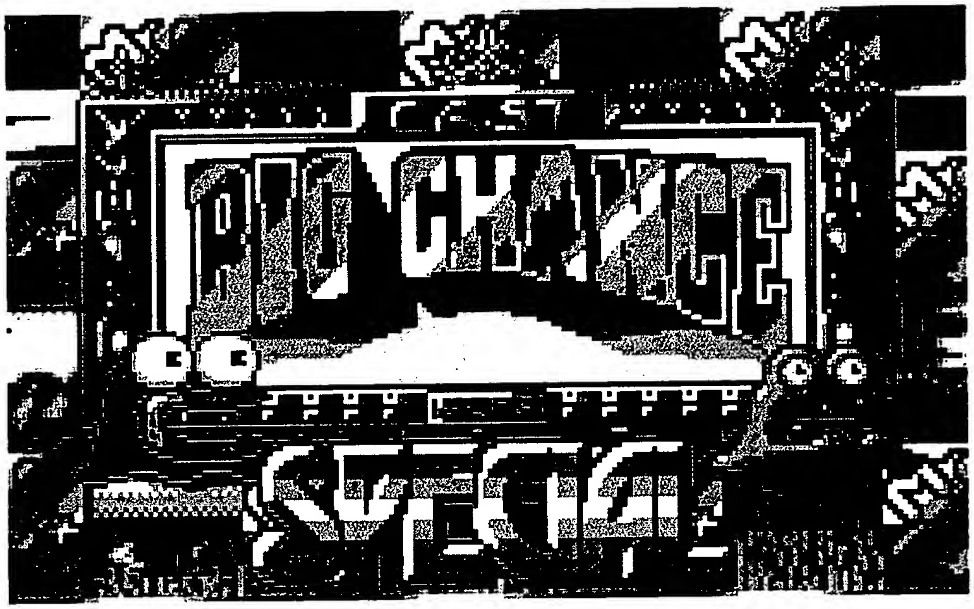


FIG. 62

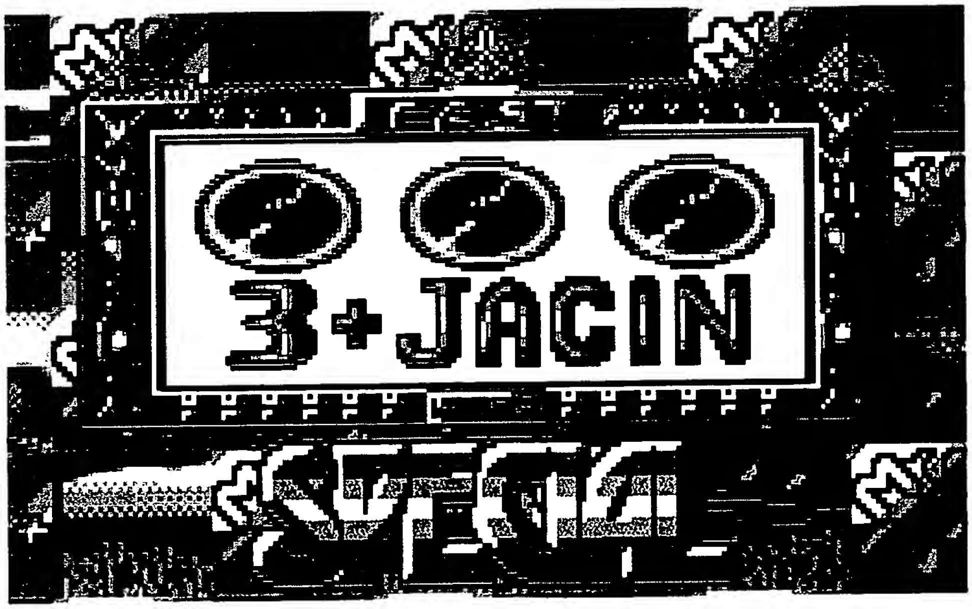


FIG. 63

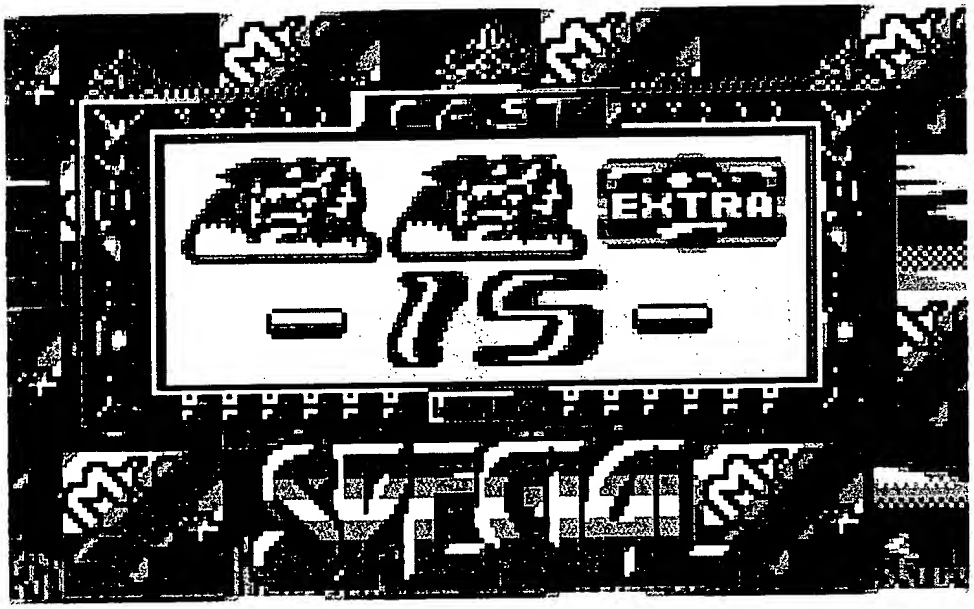


FIG. 64

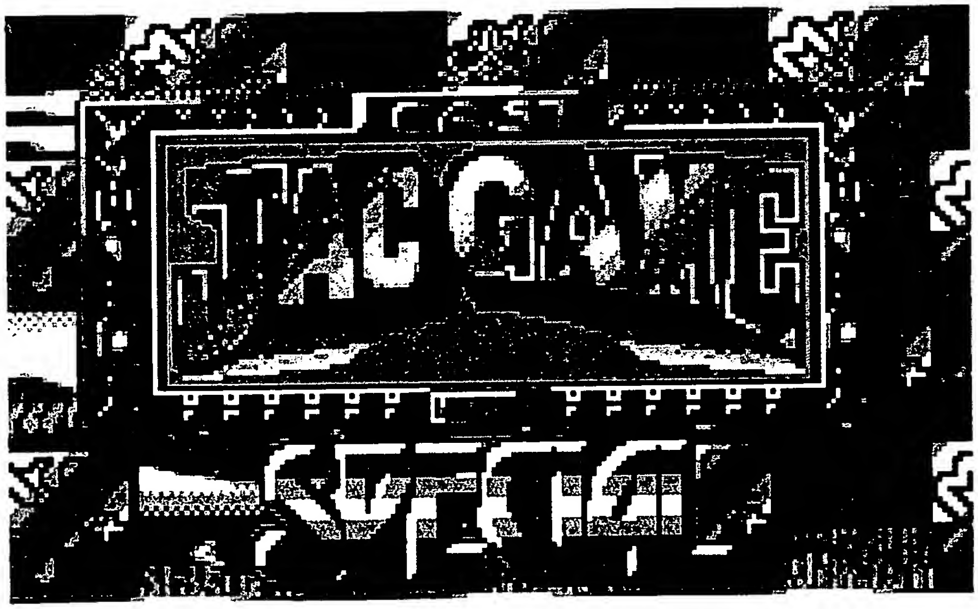


FIG. 65

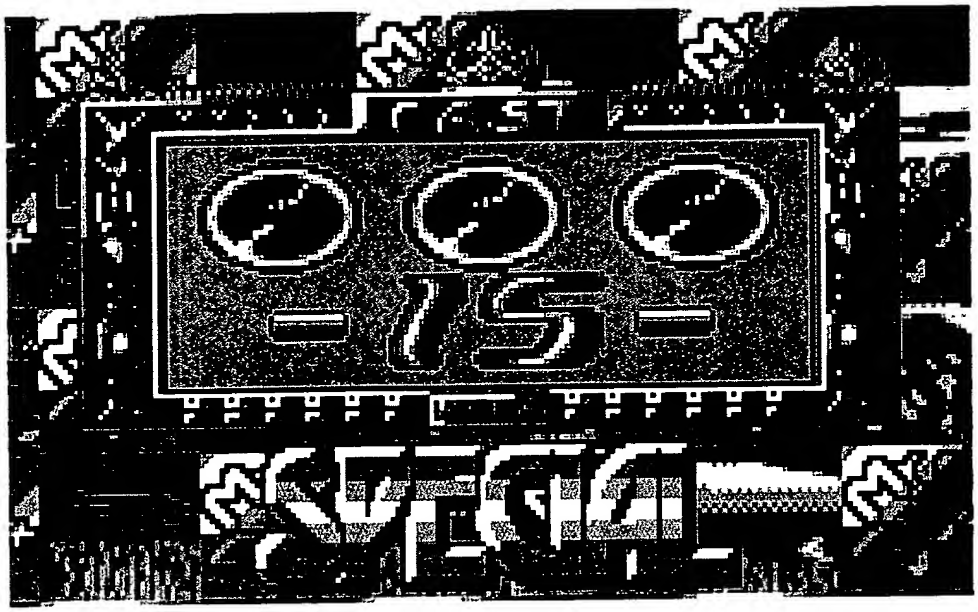


FIG. 66

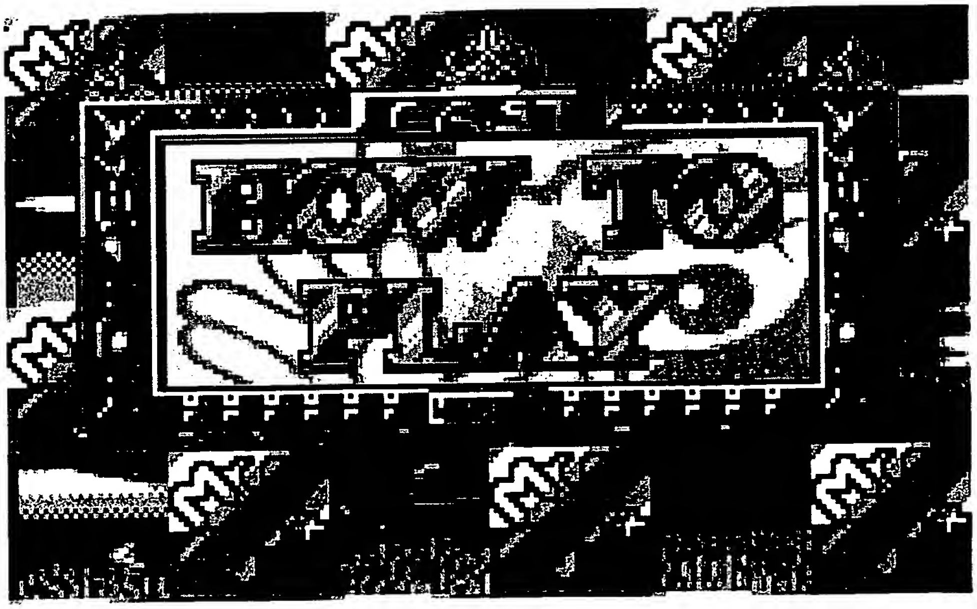


FIG. 67

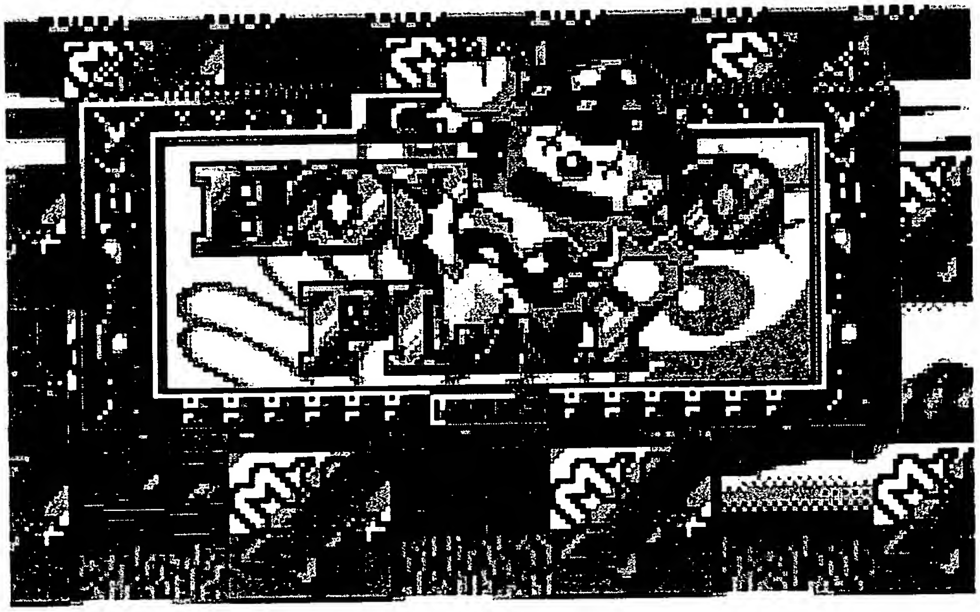
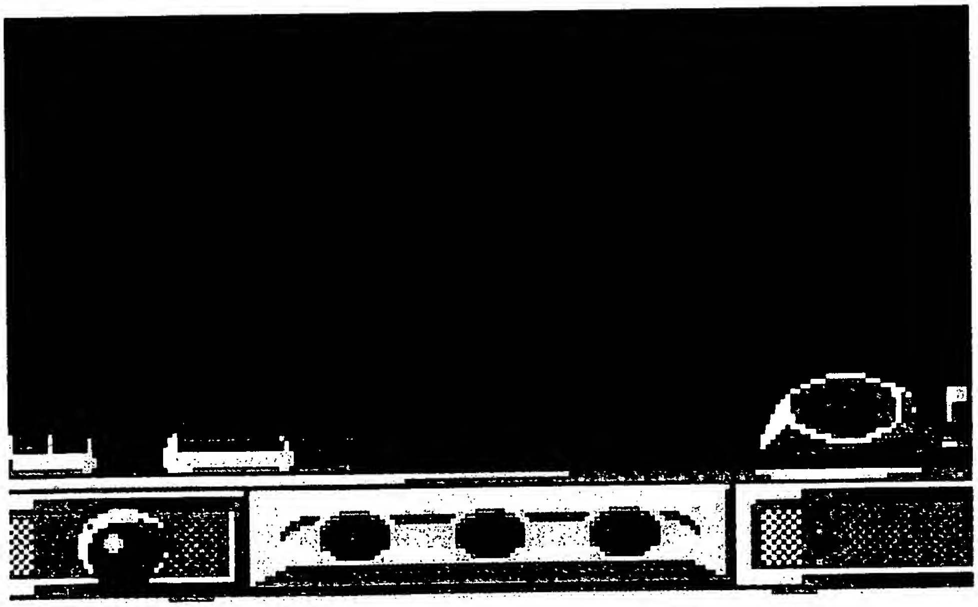
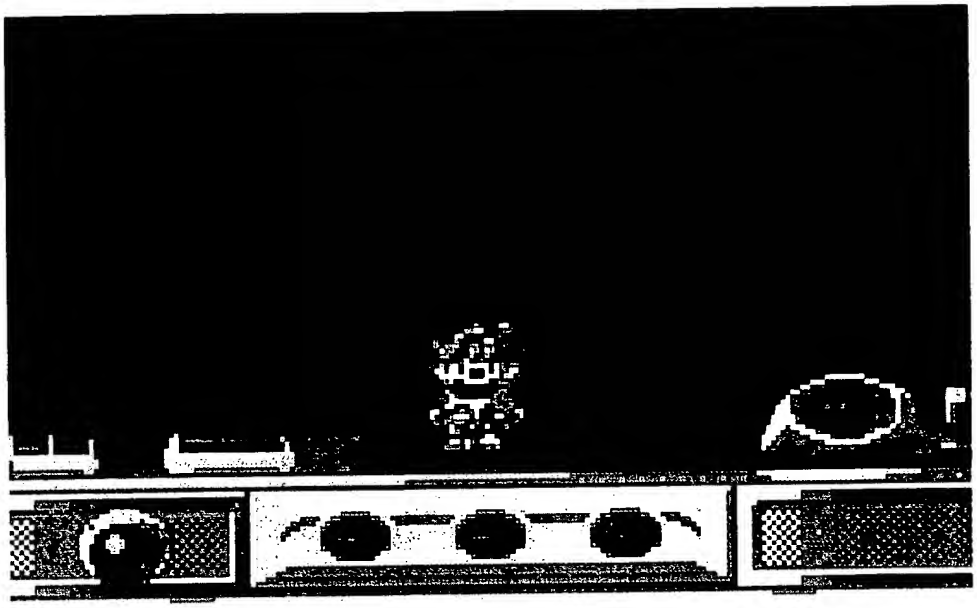


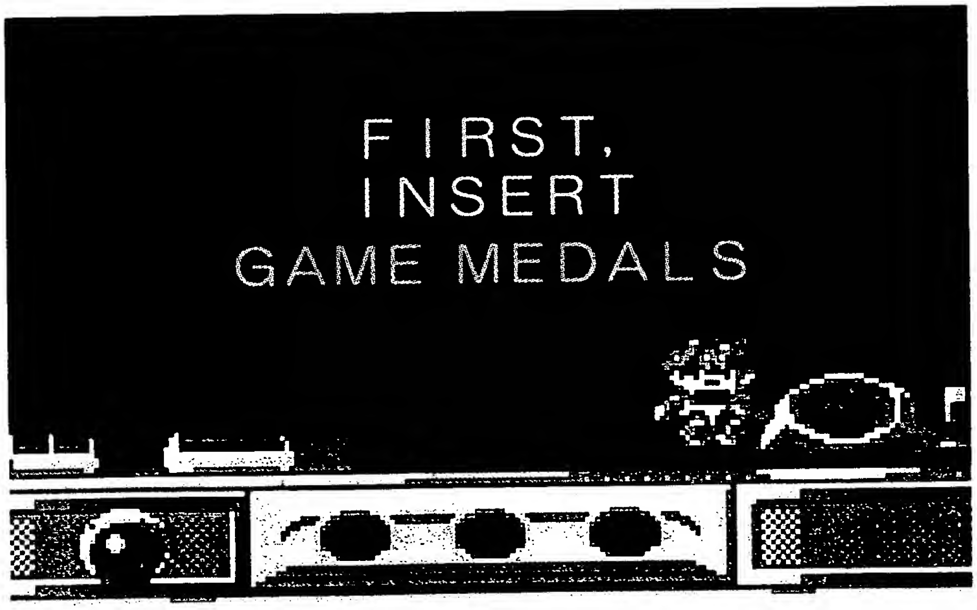
FIG. 68



F I G. 69



F I G. 70



FIRST,
INSERT
GAME MEDALS

FIG. 71

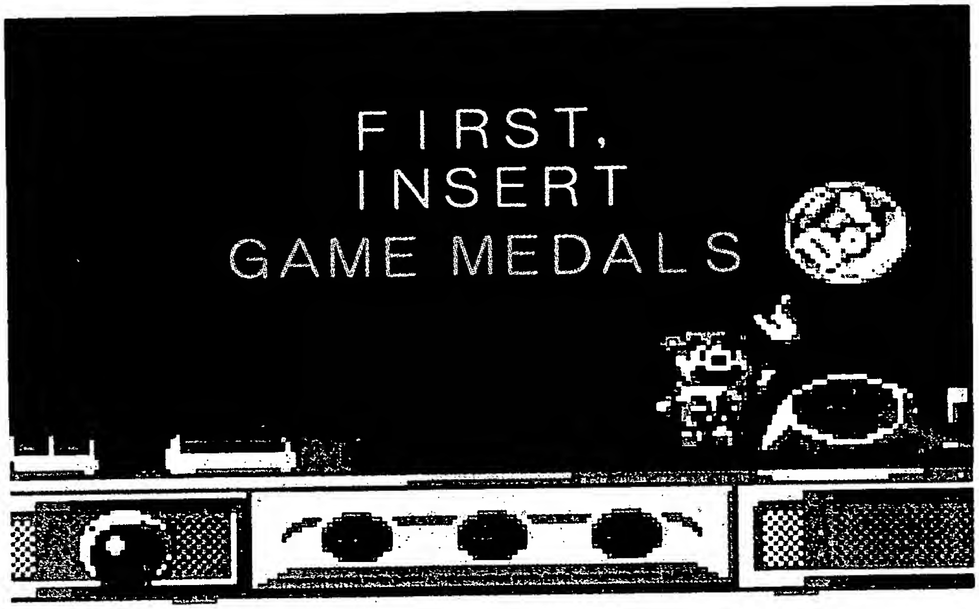
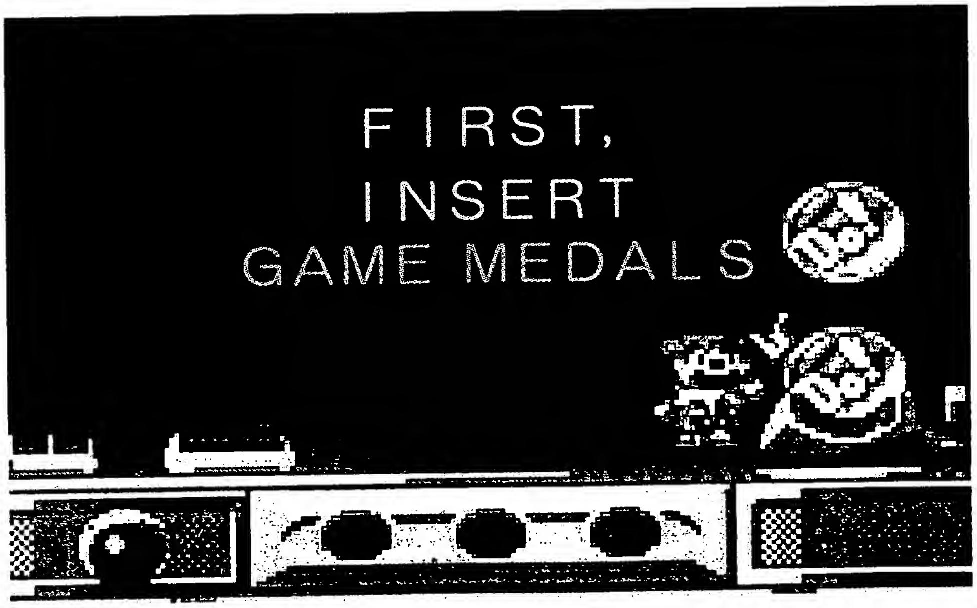
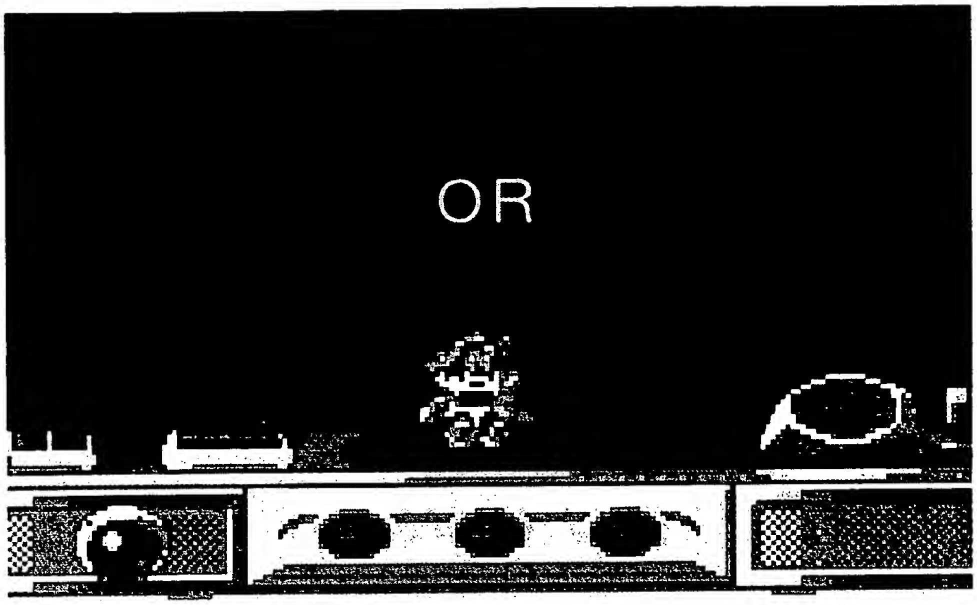


FIG. 72

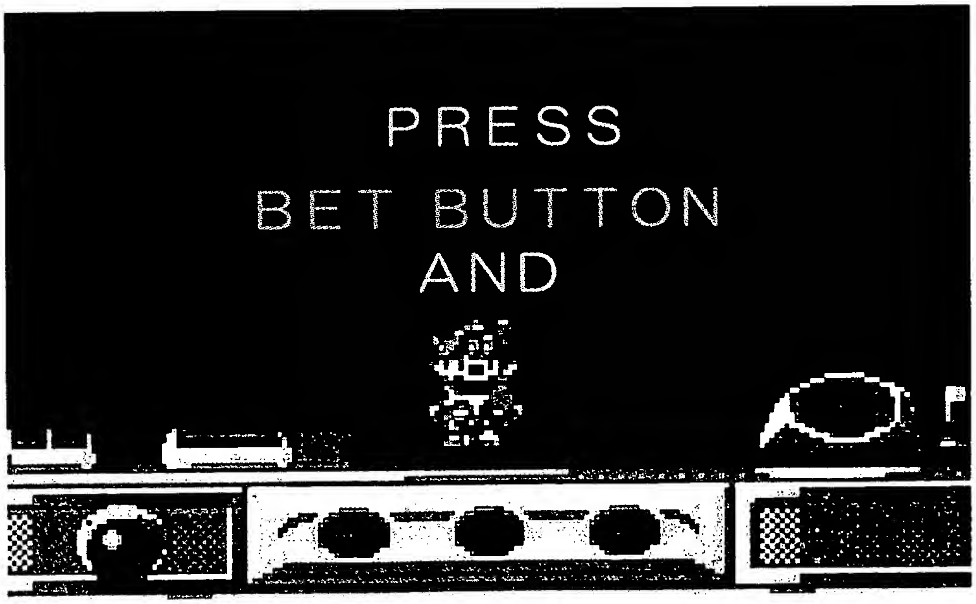


F I G. 73



OR

F I G. 74

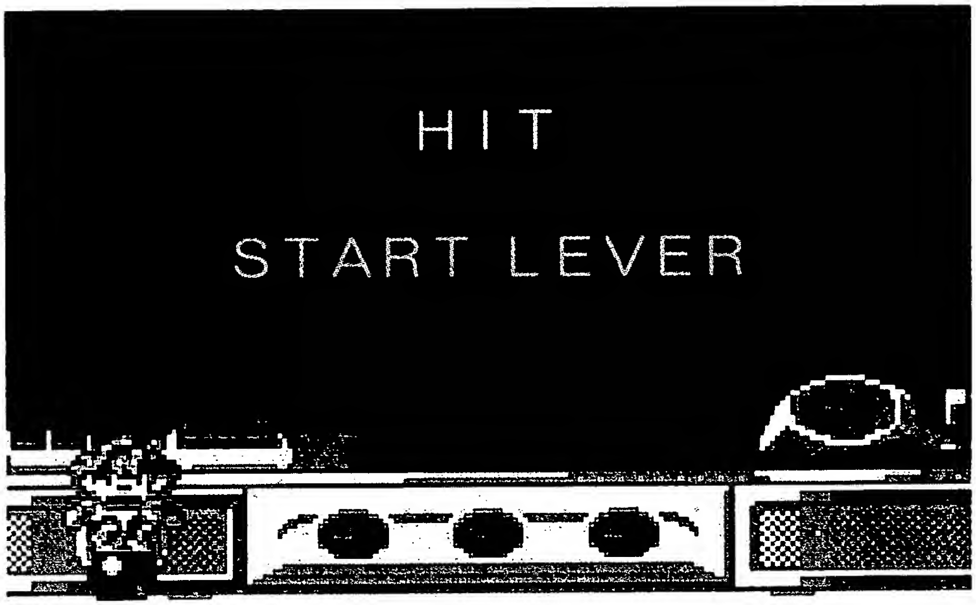


PRESS

BET BUTTON

AND

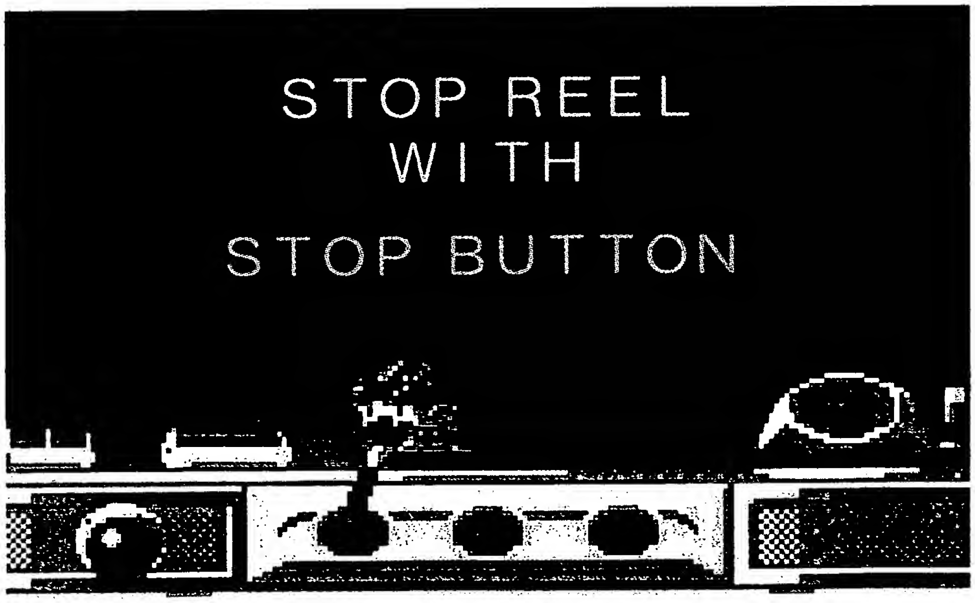
FIG. 75



HIT

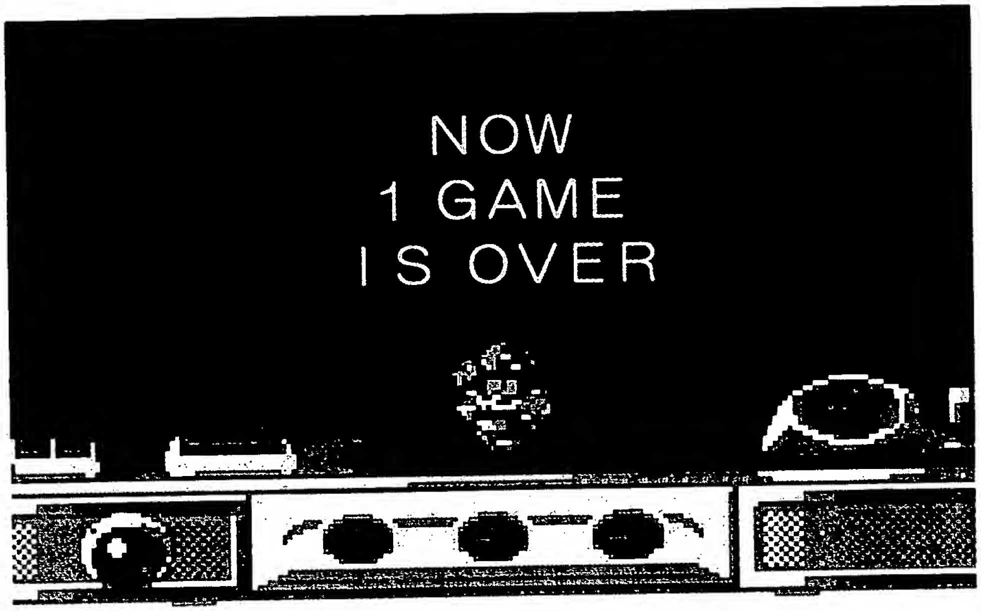
START LEVER

FIG. 76



STOP REEL
WITH
STOP BUTTON

FIG. 77



NOW
1 GAME
IS OVER

FIG. 78

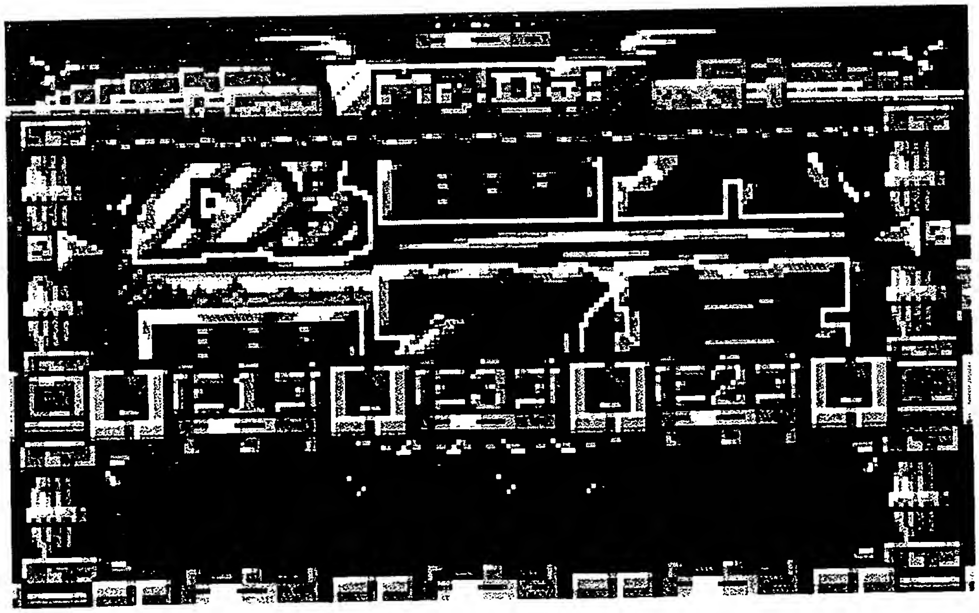


FIG. 79

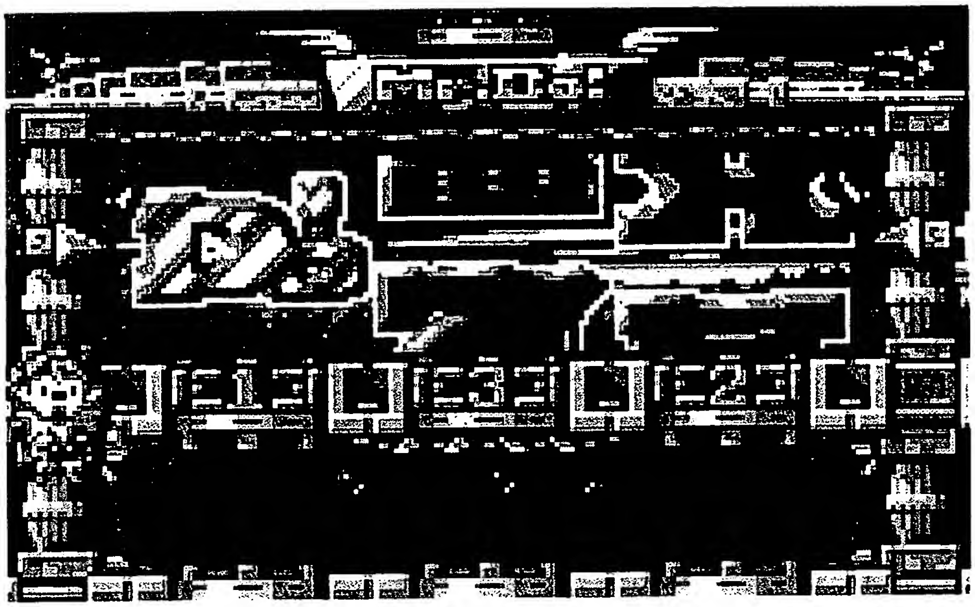


FIG. 80

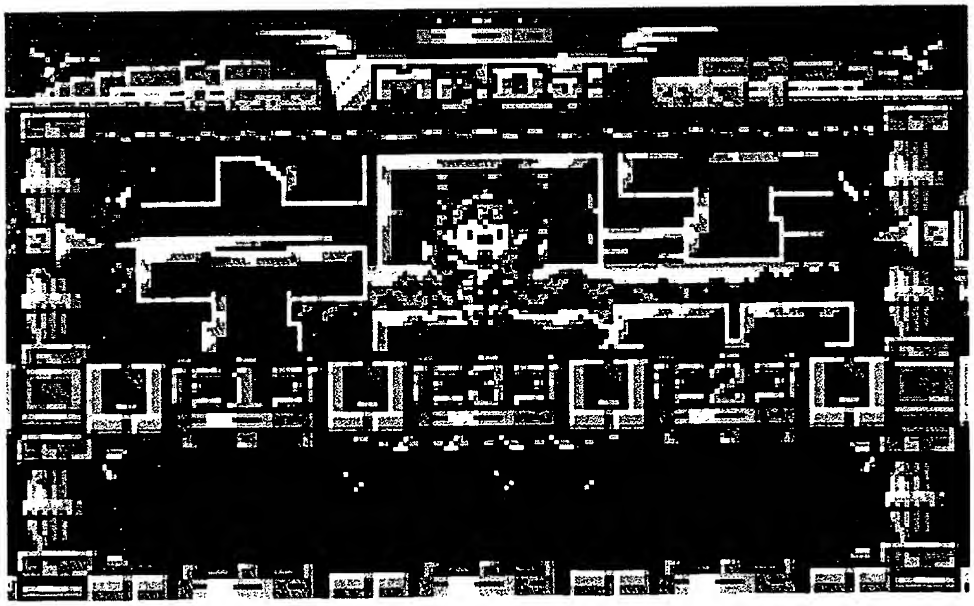


FIG. 81

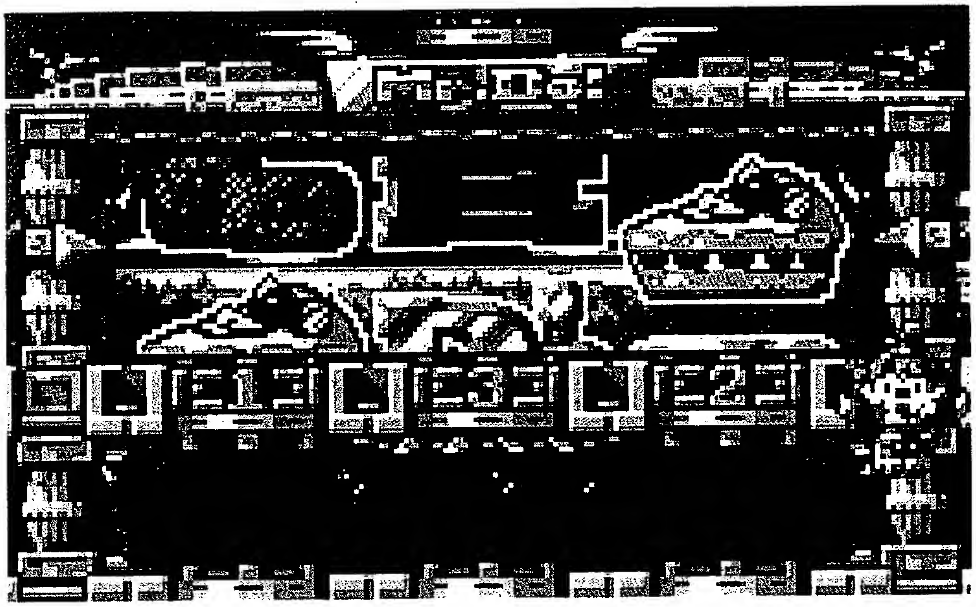


FIG. 82

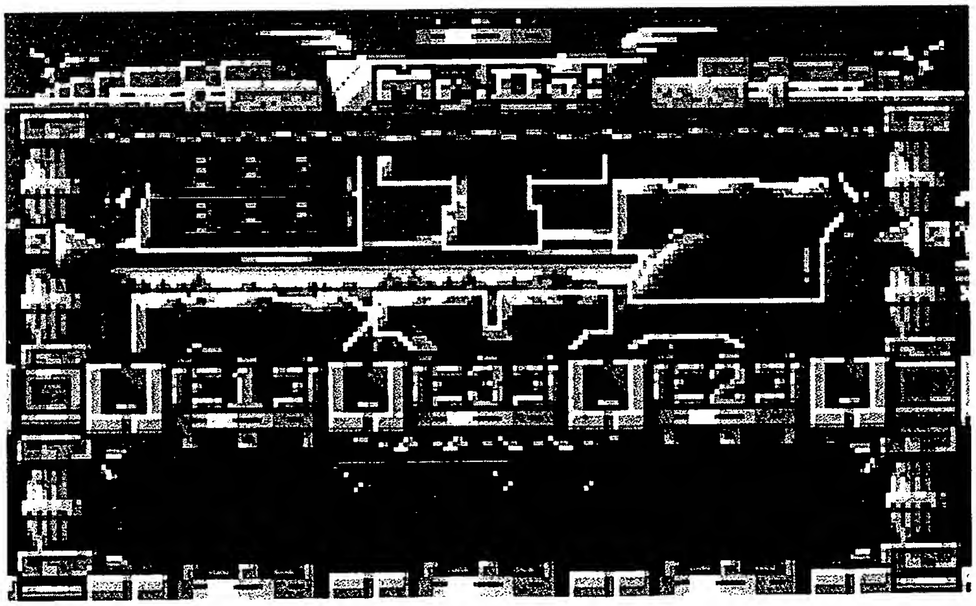


FIG. 83

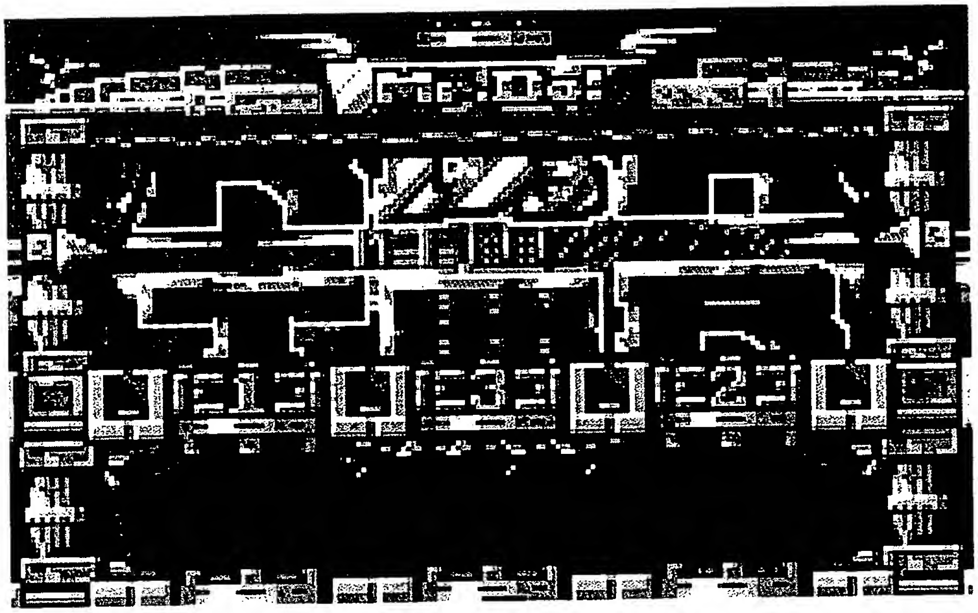


FIG. 84

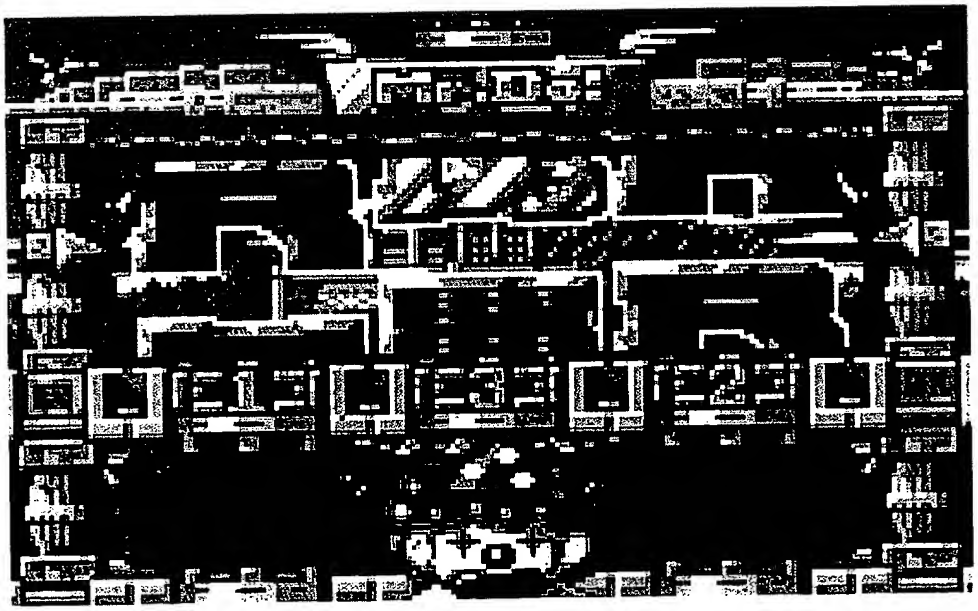


FIG. 85

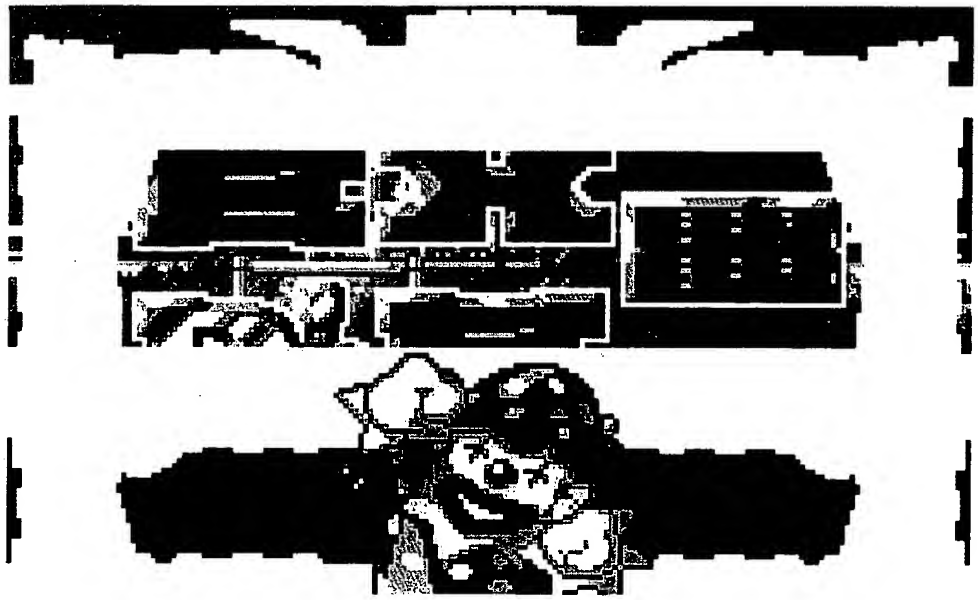


FIG. 86

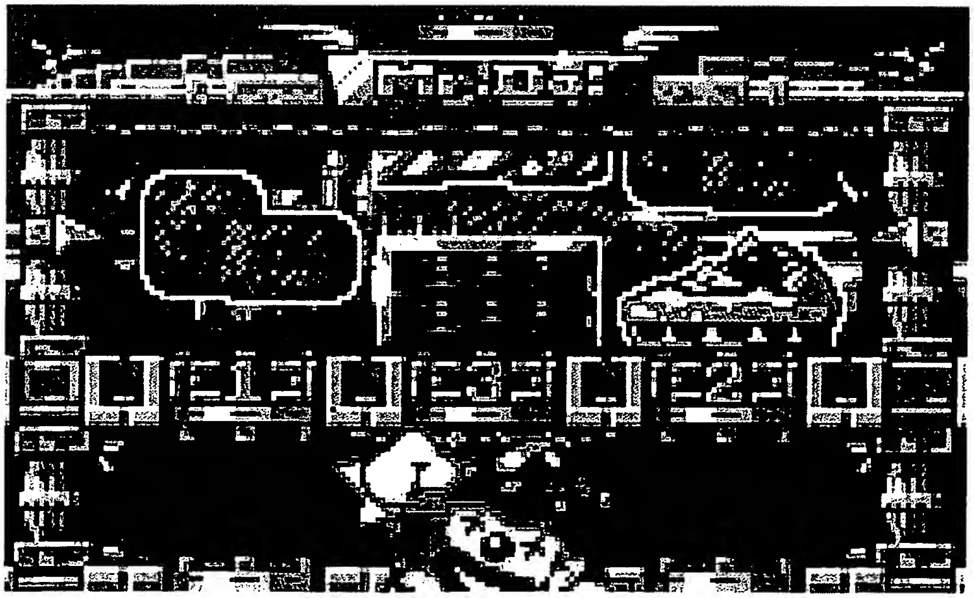


FIG. 87

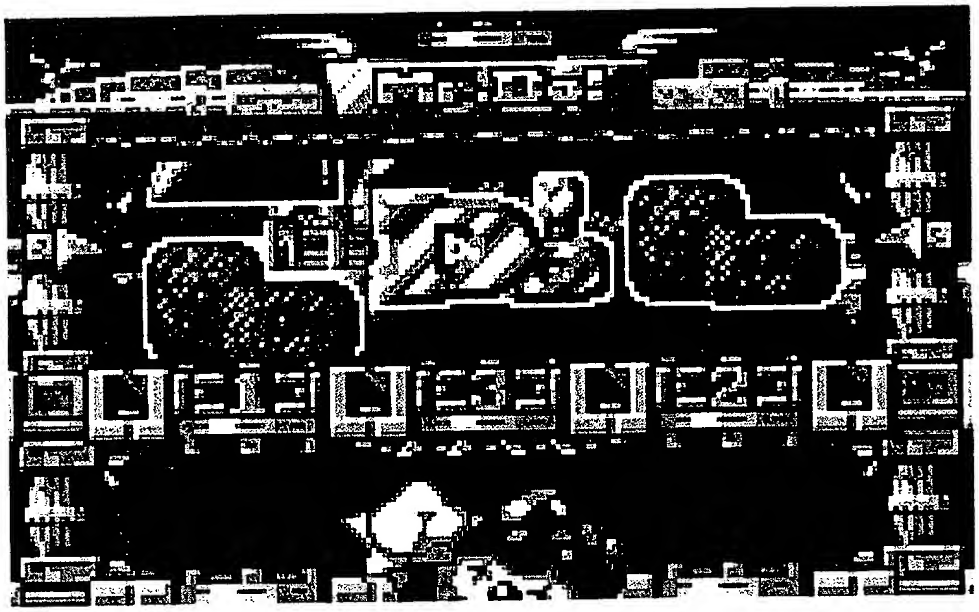


FIG. 88

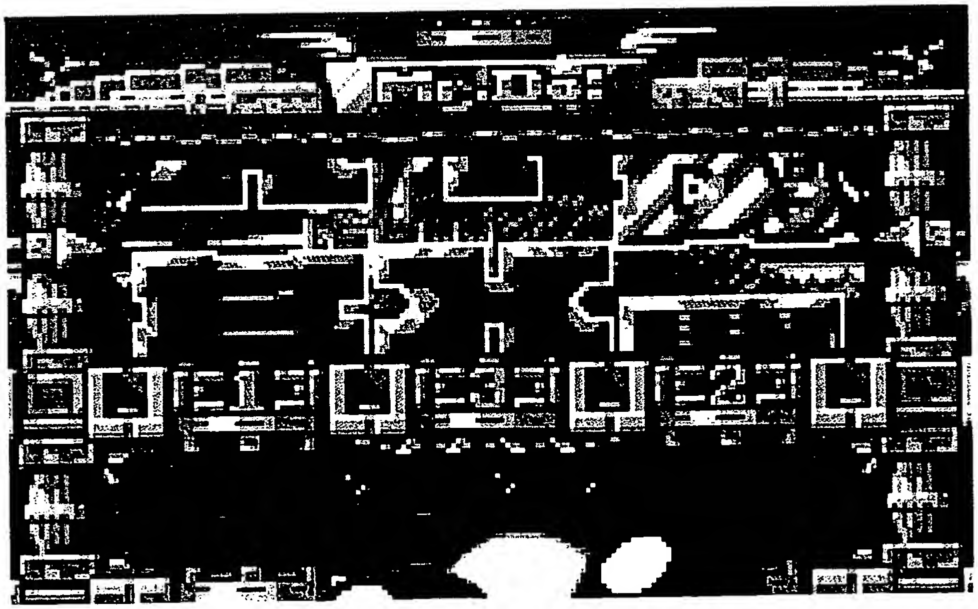


FIG. 89

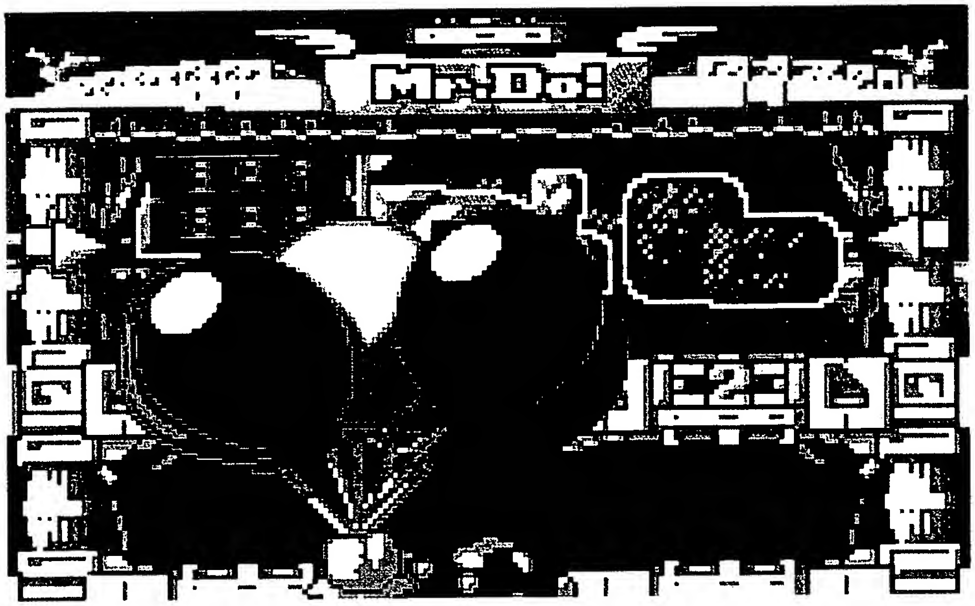


FIG. 90

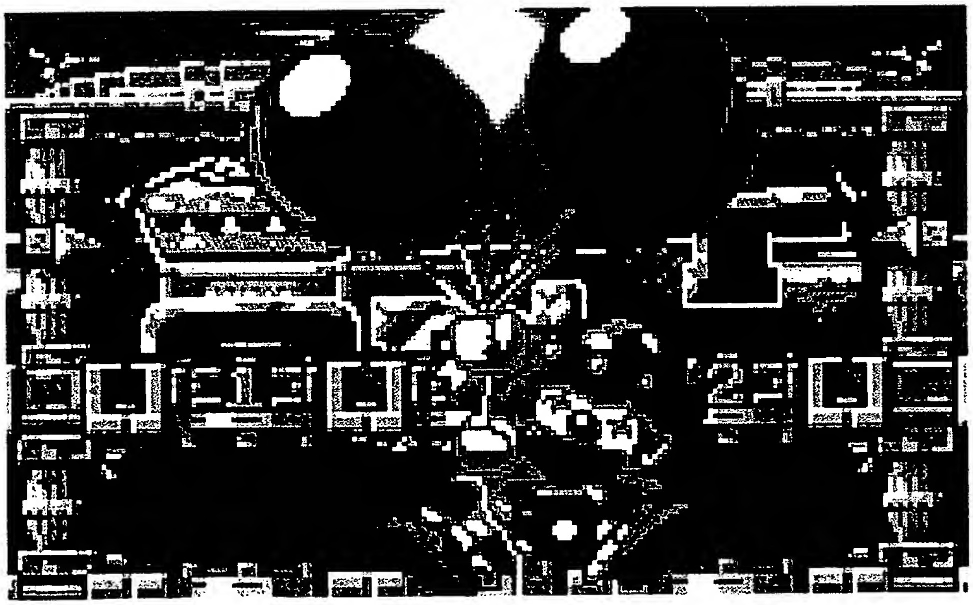


FIG. 91

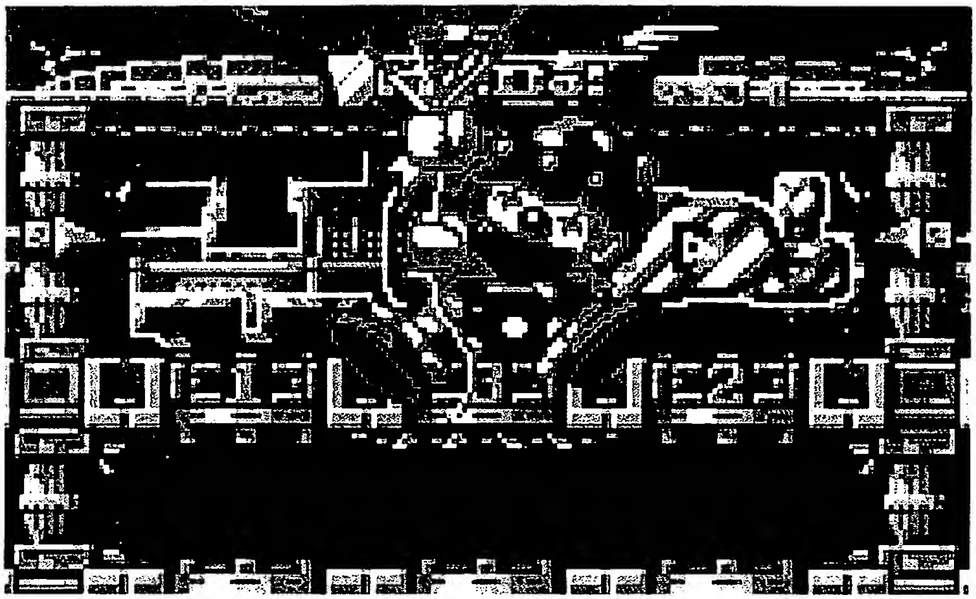


FIG. 92

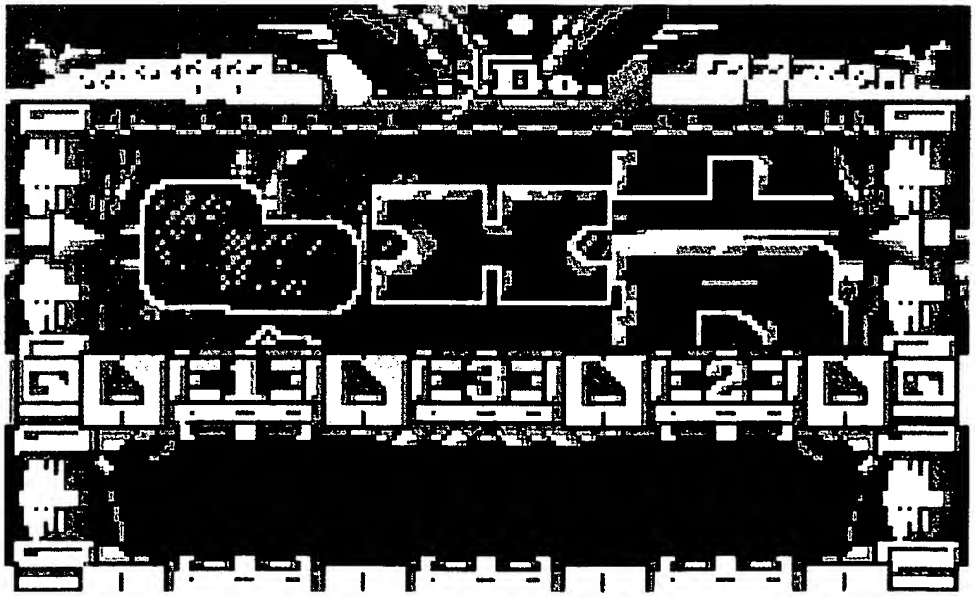


FIG. 93

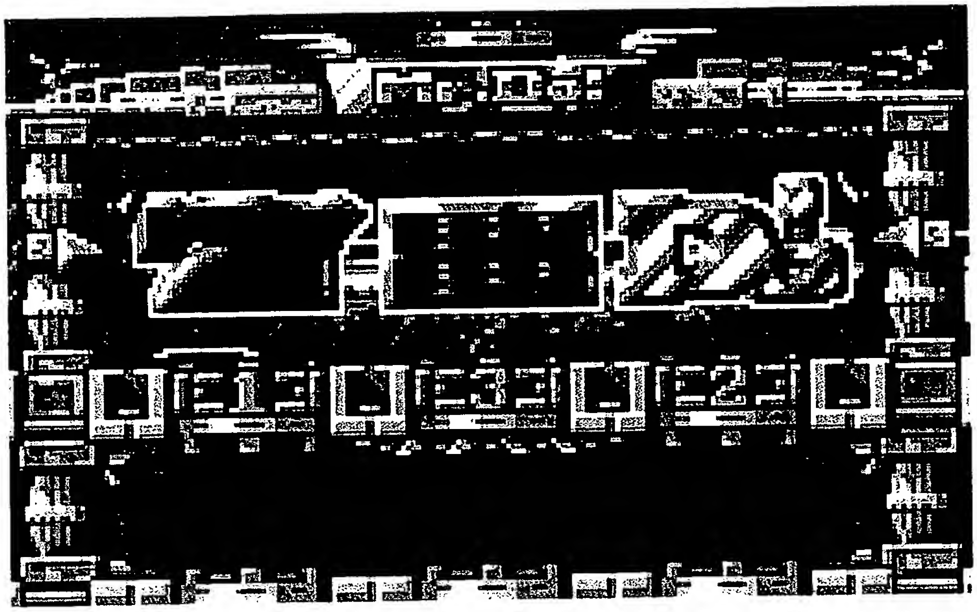


FIG. 94

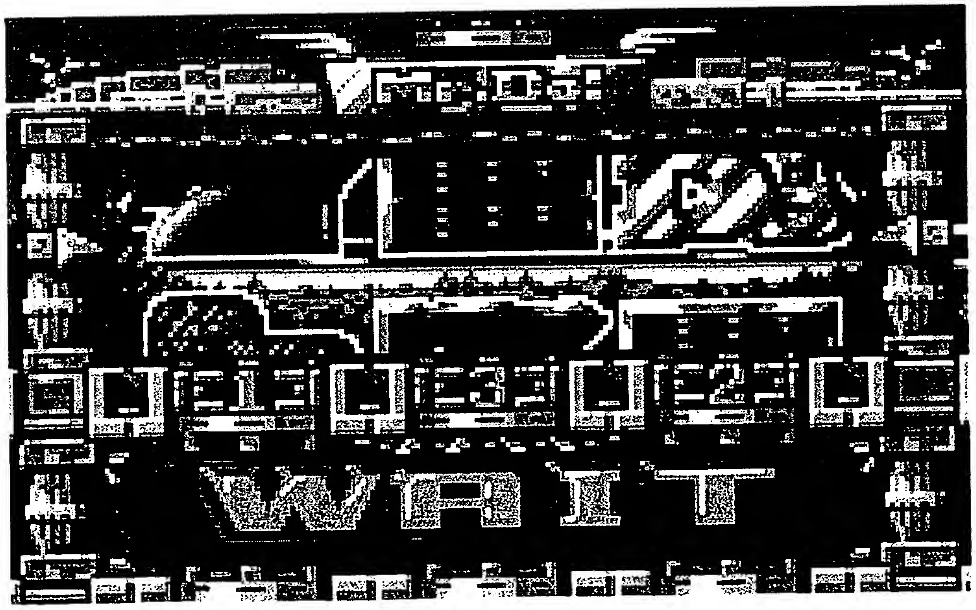


FIG. 95

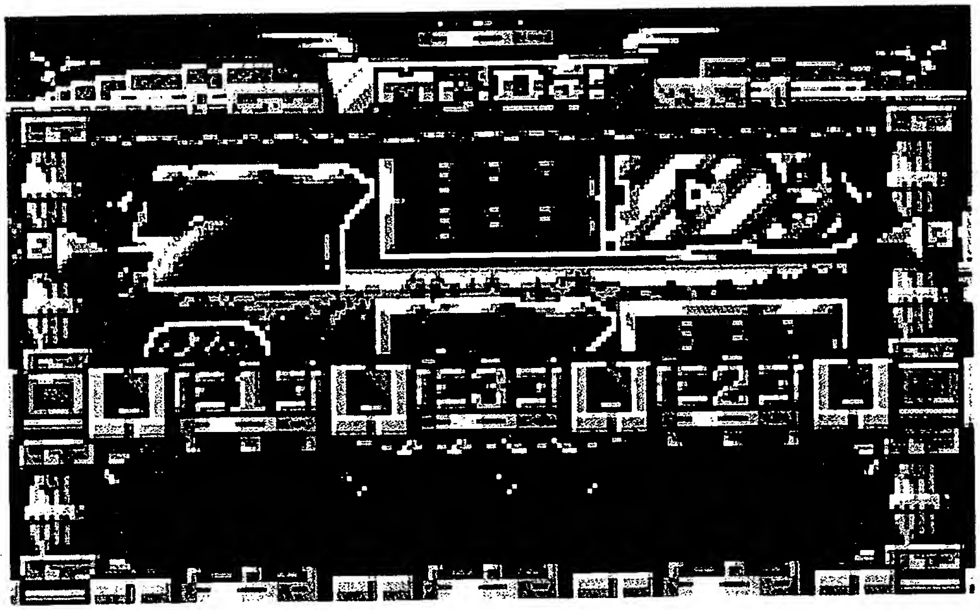


FIG. 96

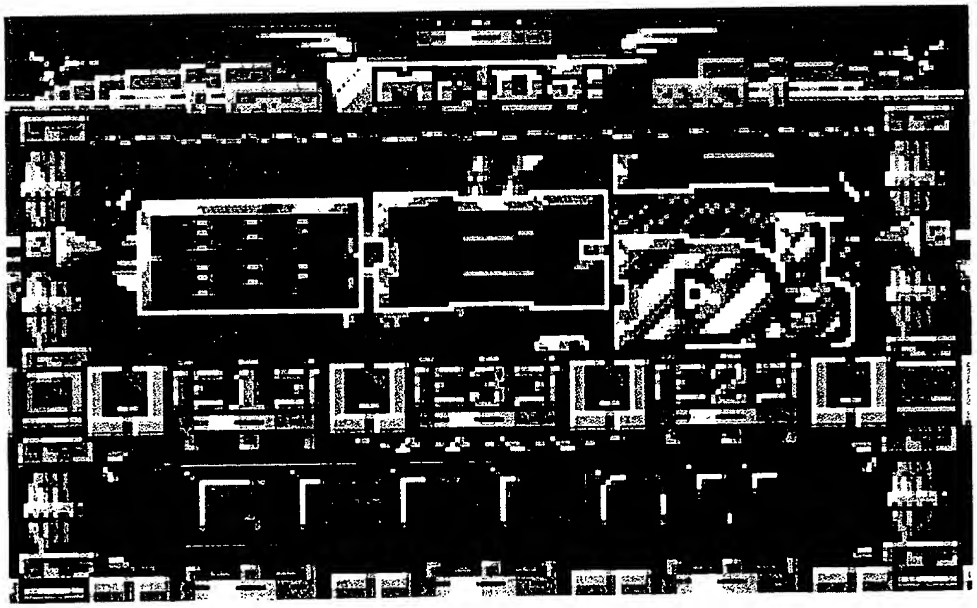


FIG. 97

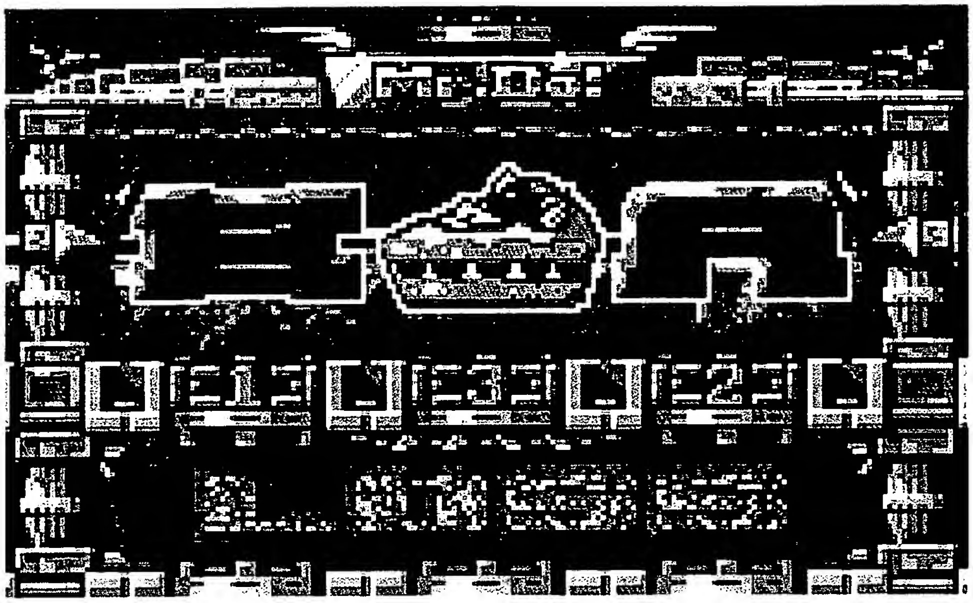


FIG. 98

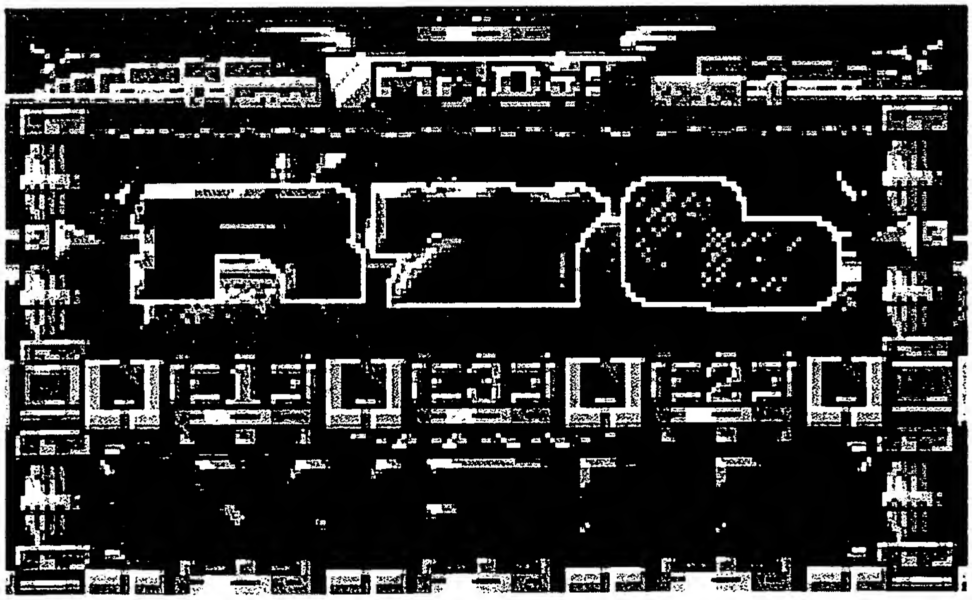


FIG. 99

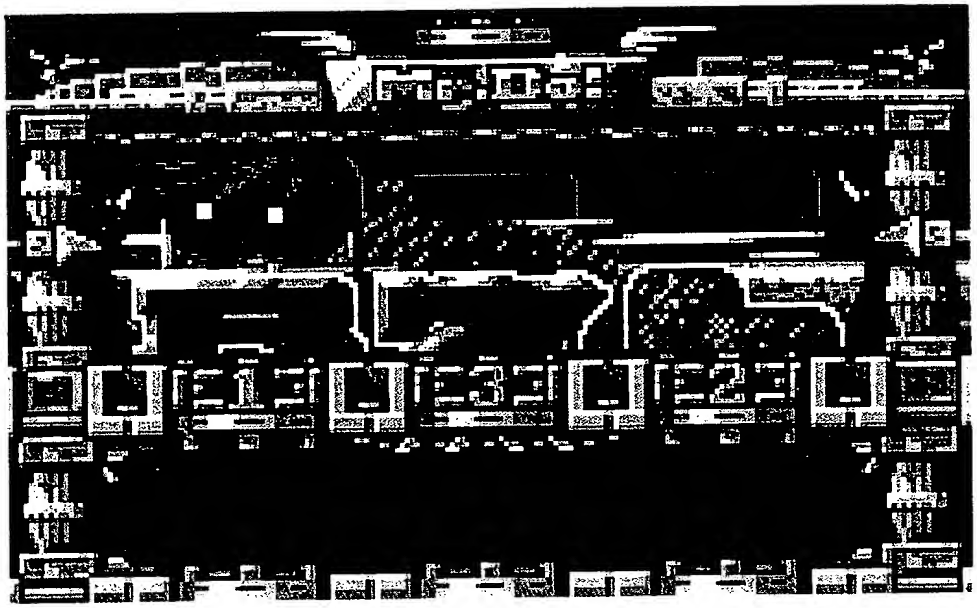


FIG. 100

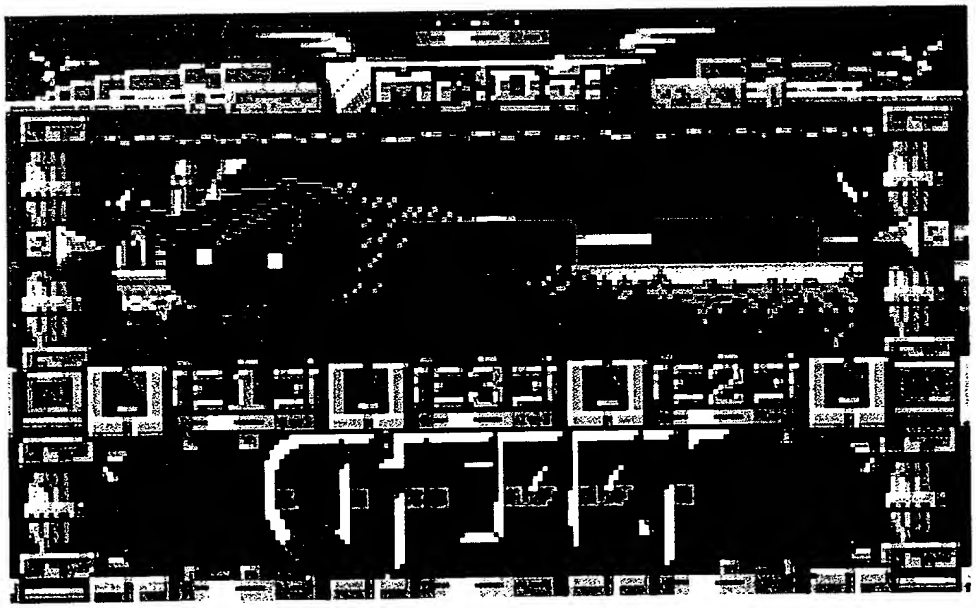


FIG. 101

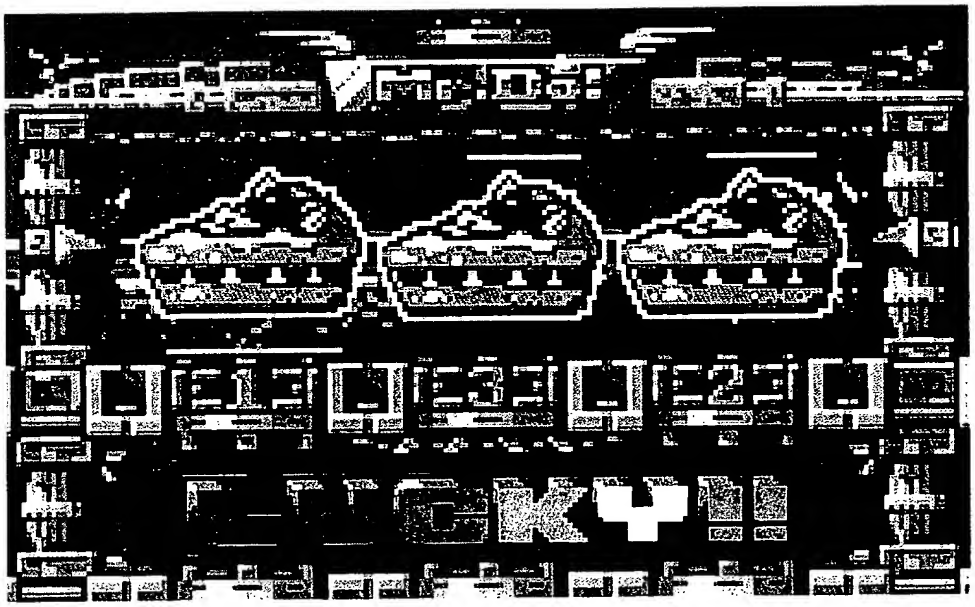


FIG. 102

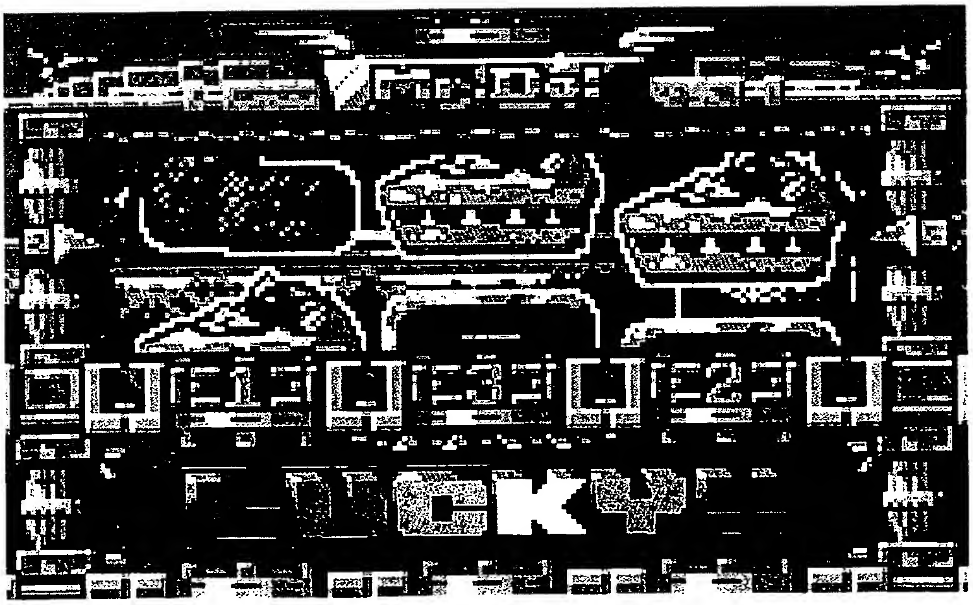


FIG. 103

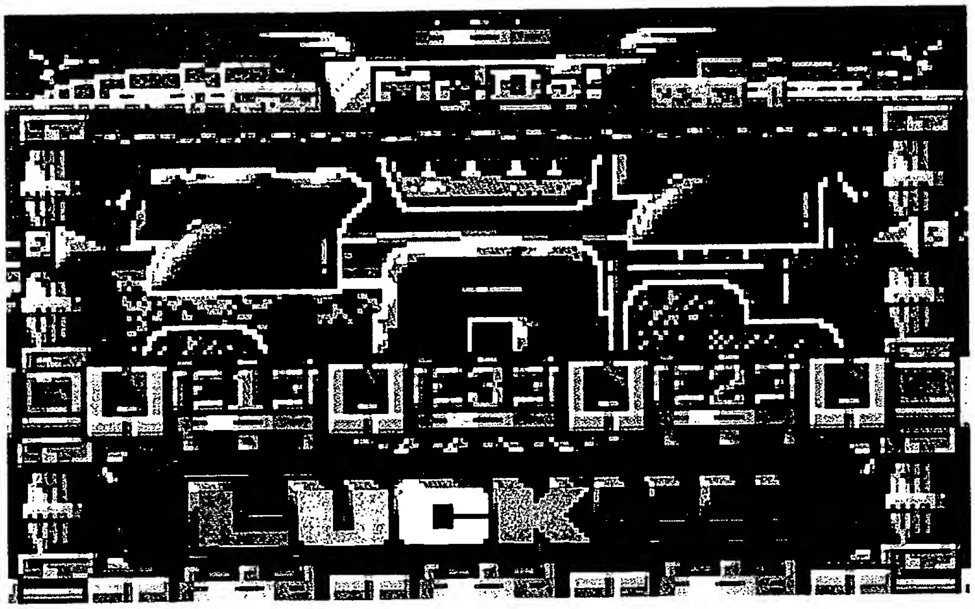


FIG. 104

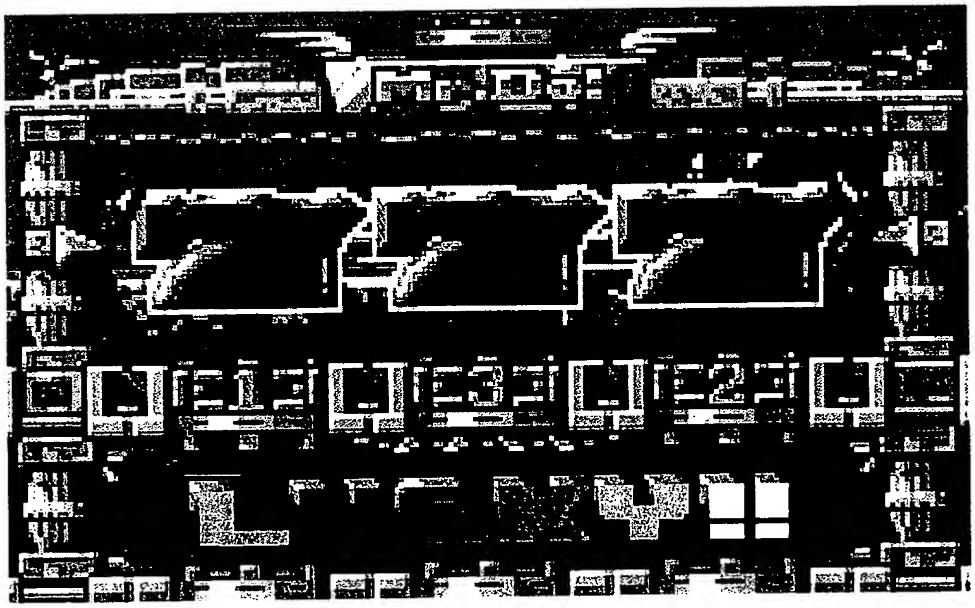


FIG. 105

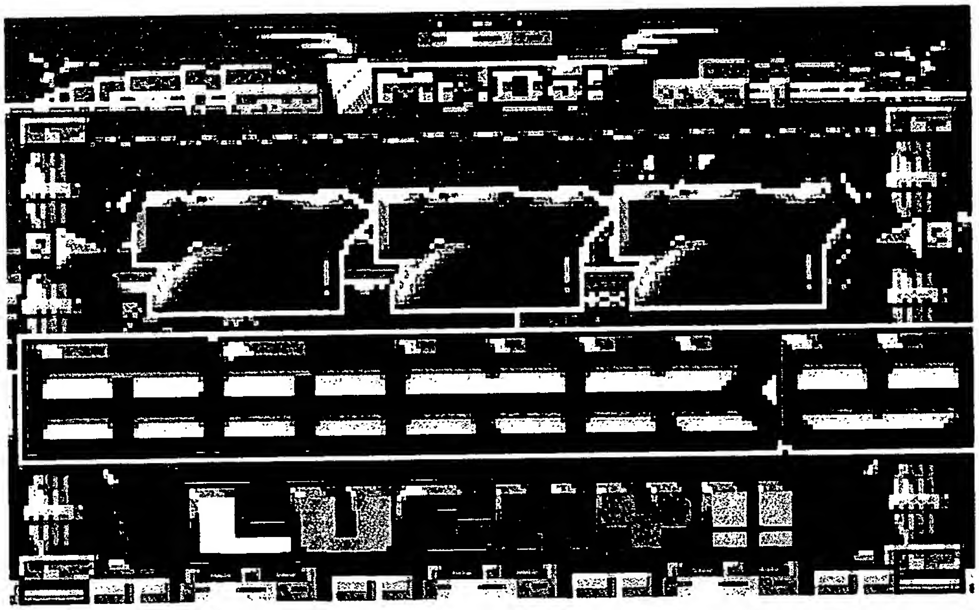


FIG. 106

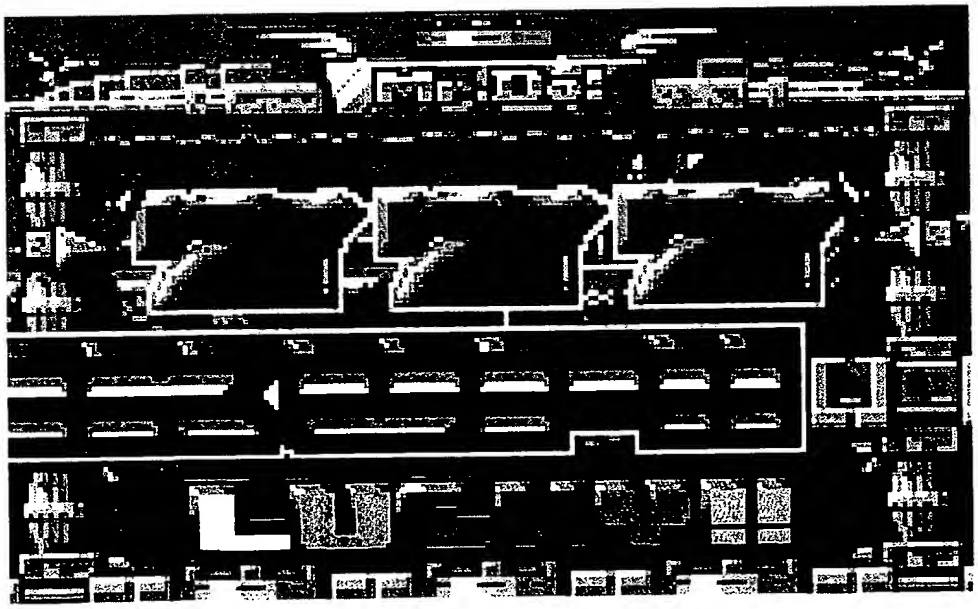


FIG. 107

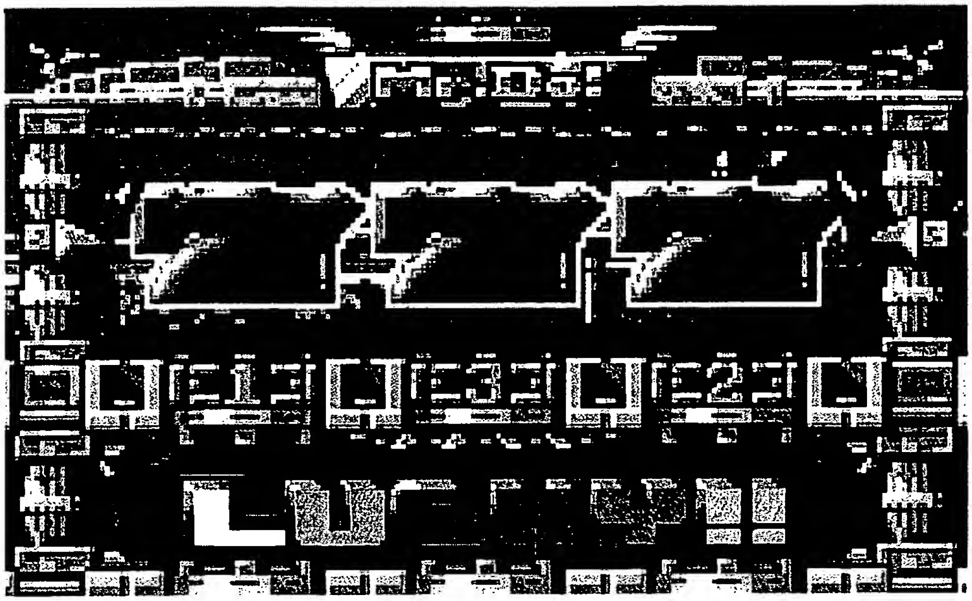


FIG. 108

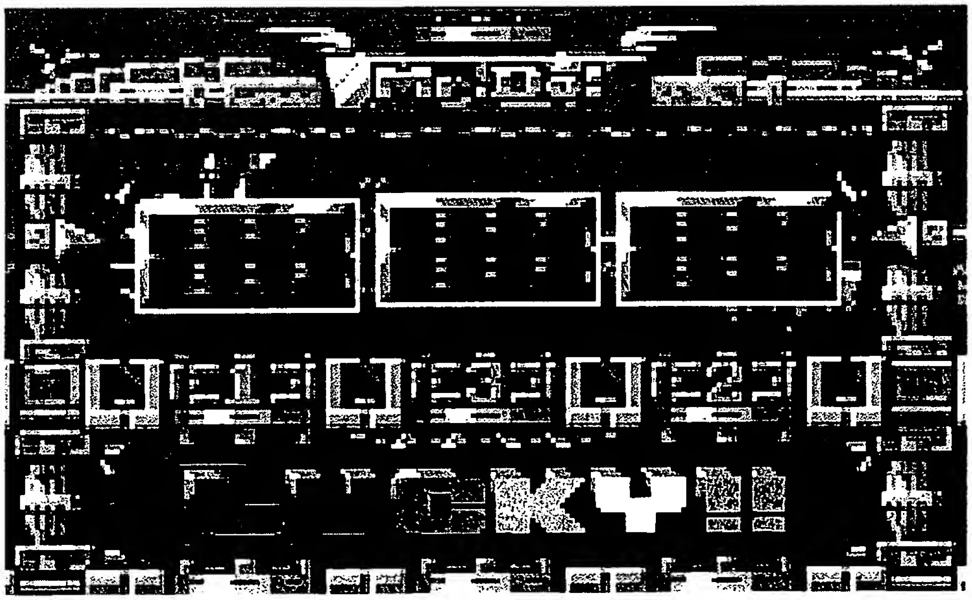


FIG. 109

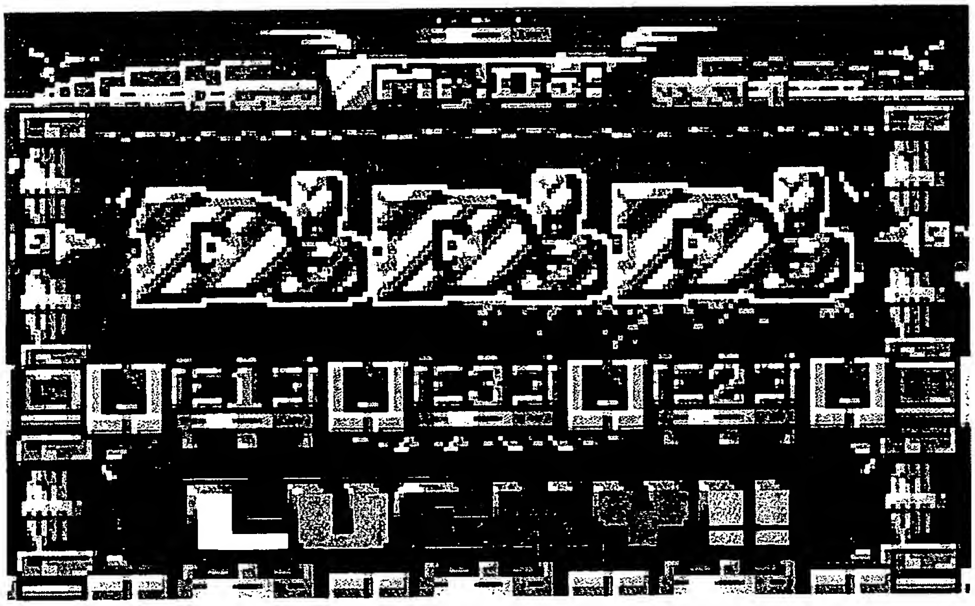


FIG. 110

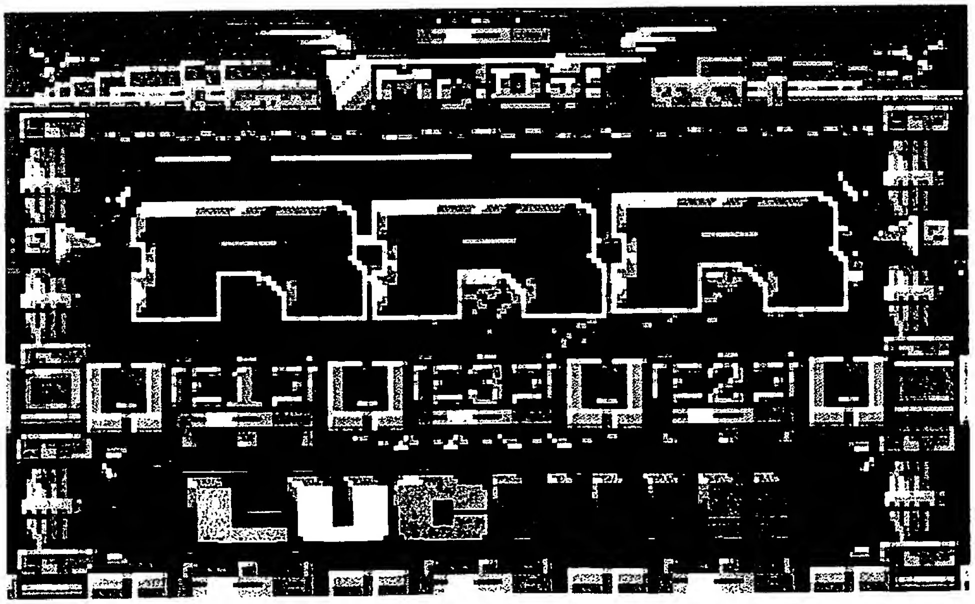


FIG. 111

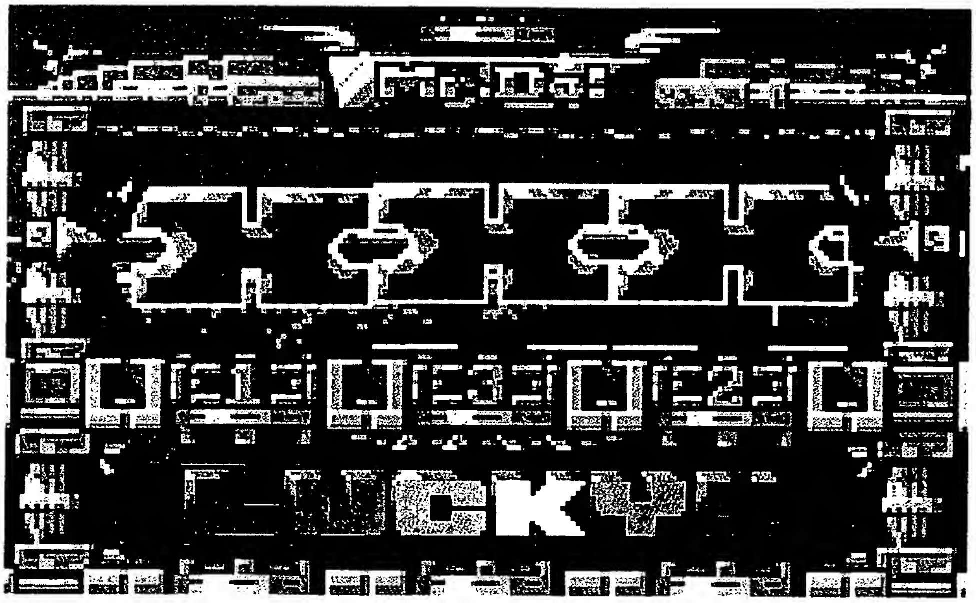


FIG. 112

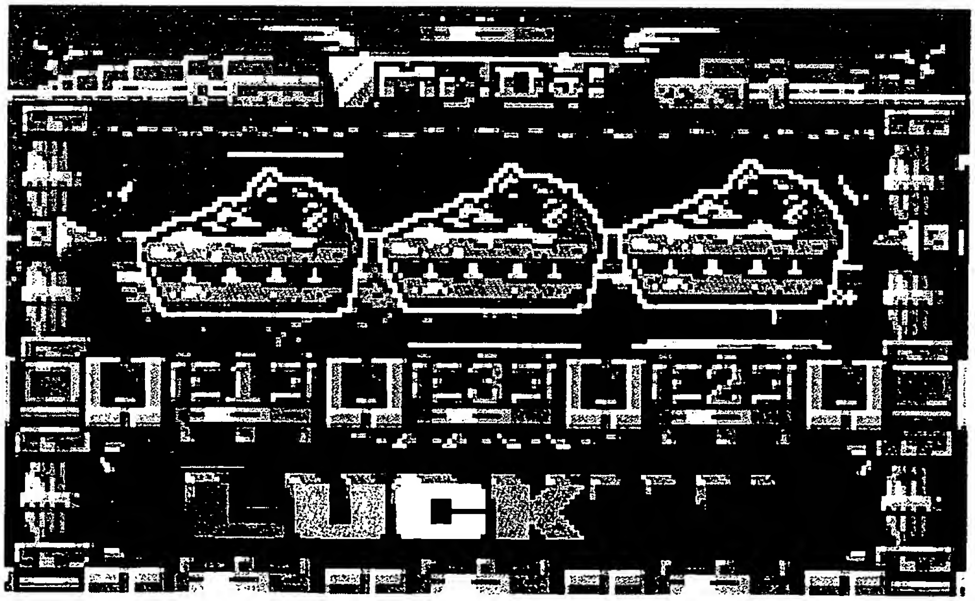


FIG. 113

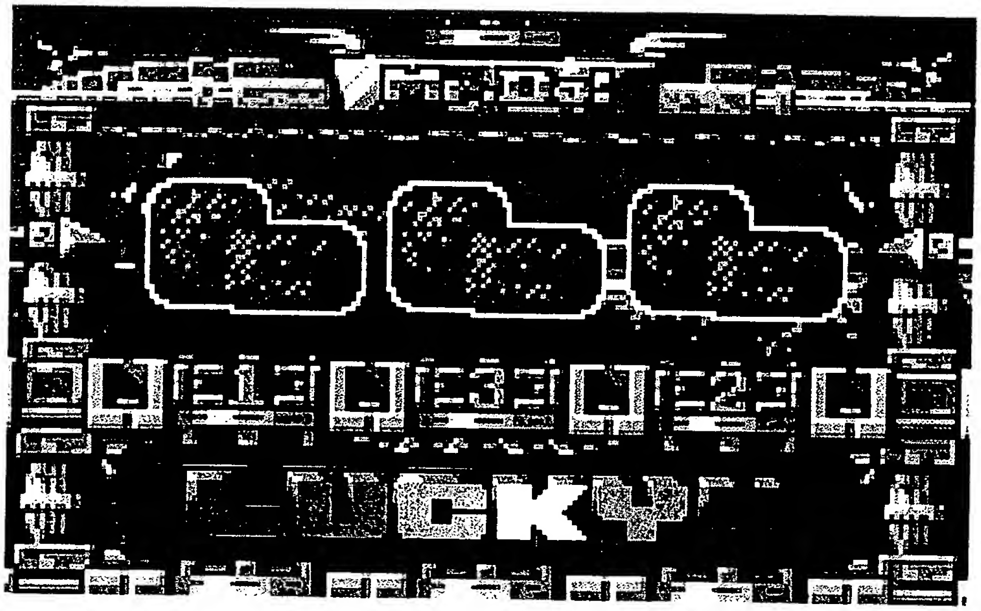


FIG. 114

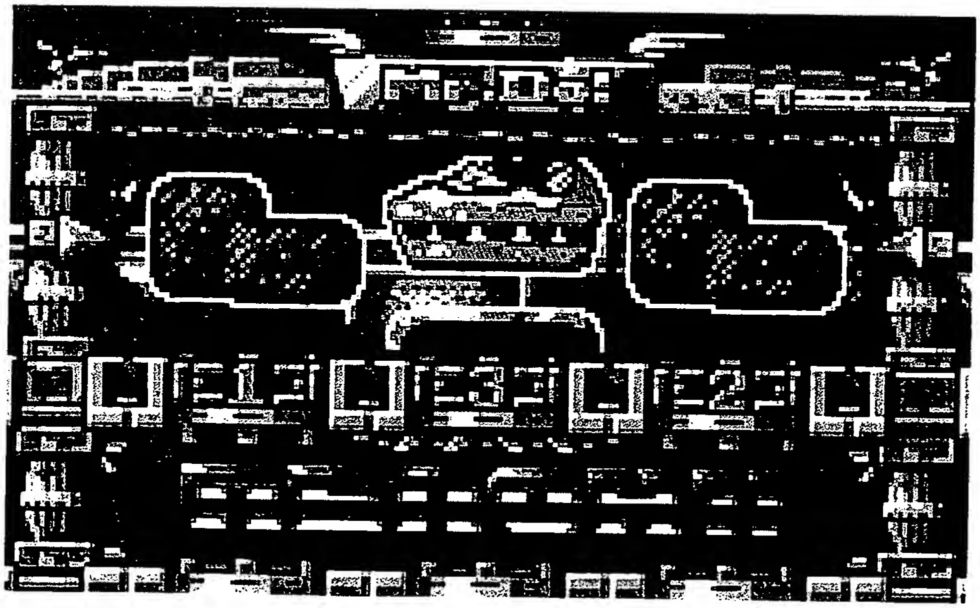


FIG. 115

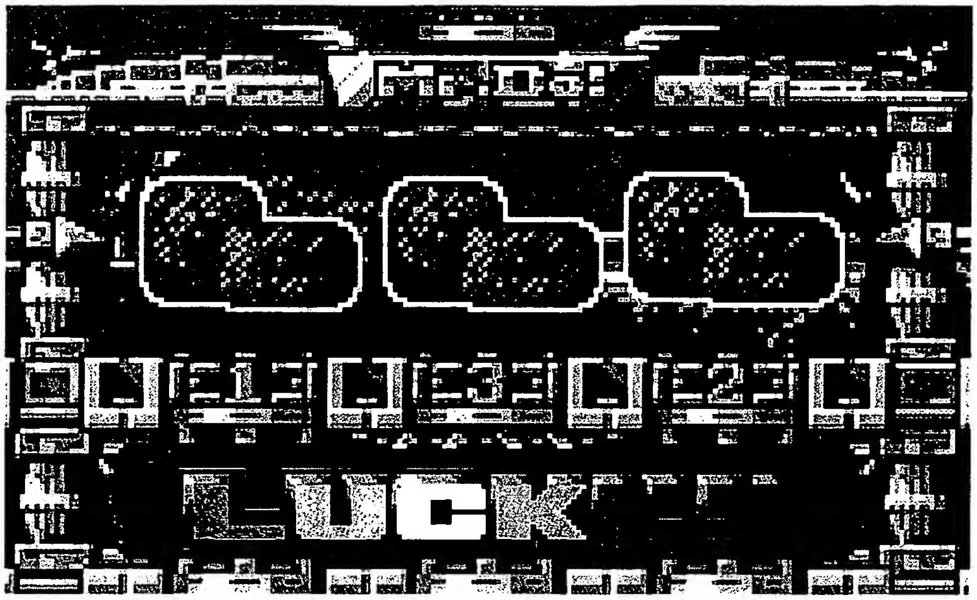


FIG. 116

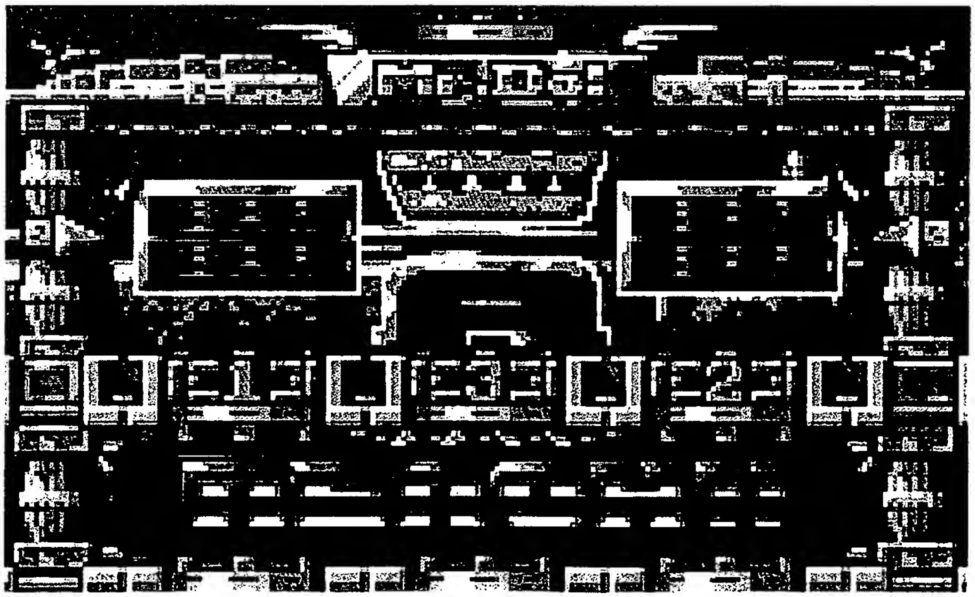


FIG. 117

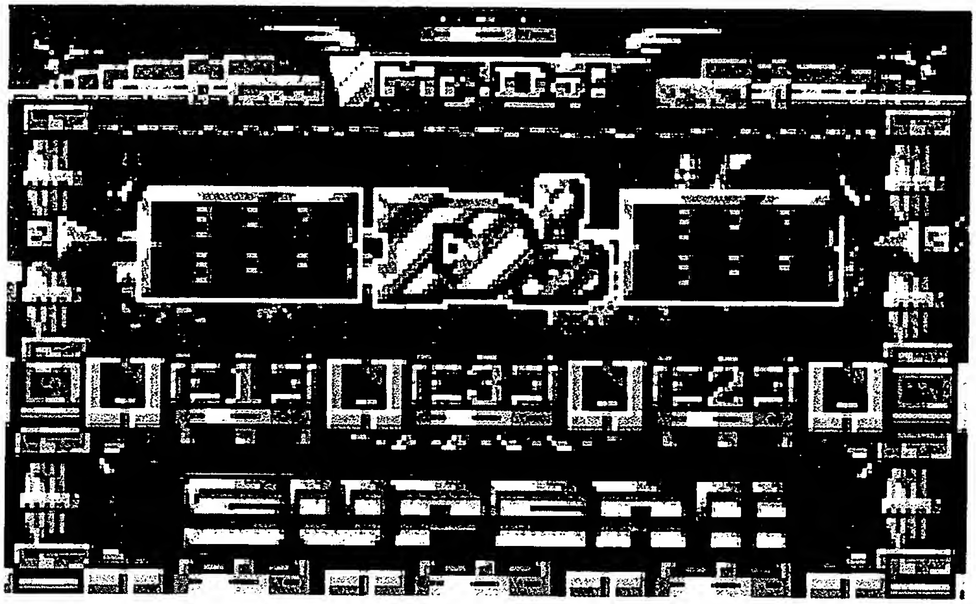


FIG. 118

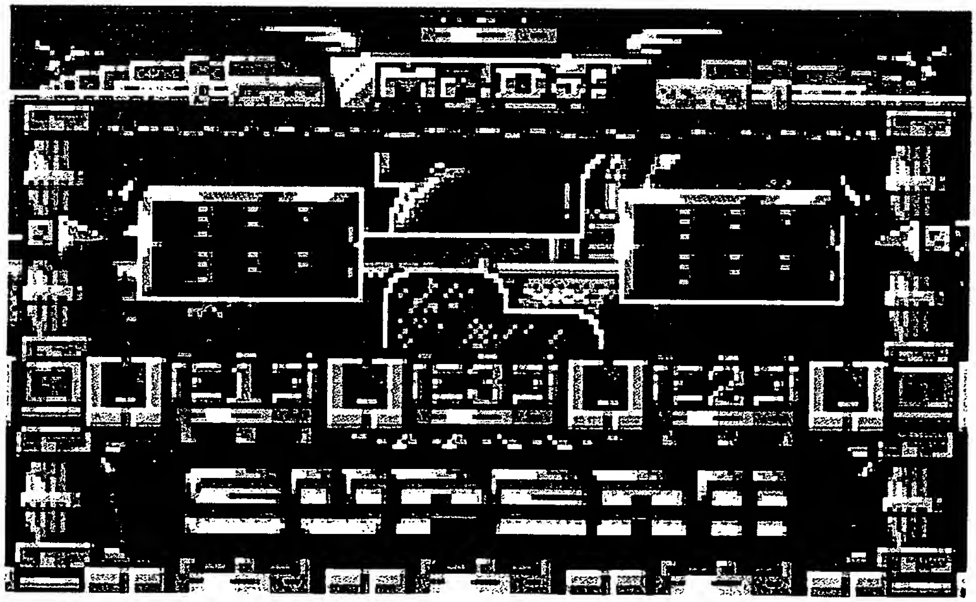


FIG. 119

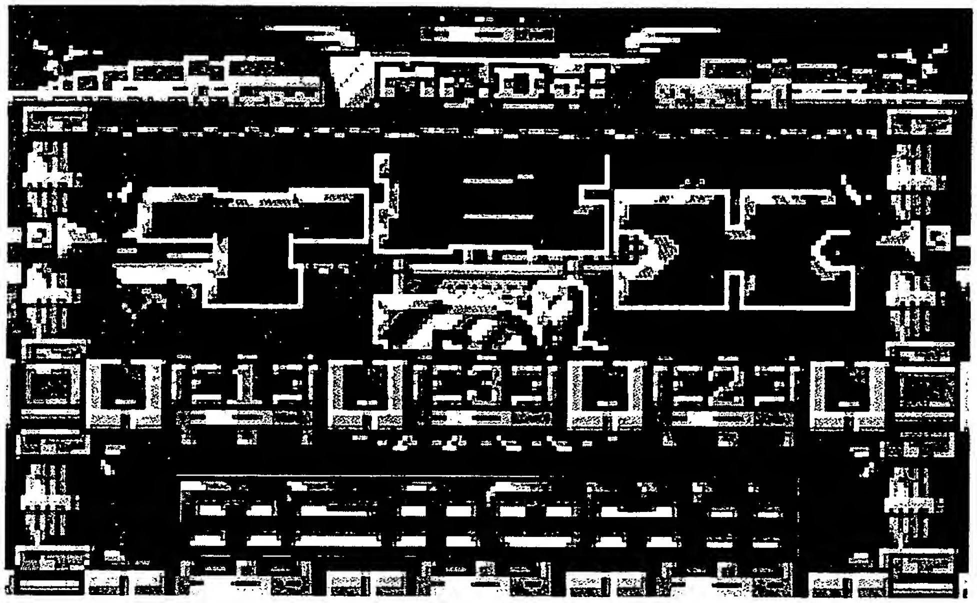


FIG. 120

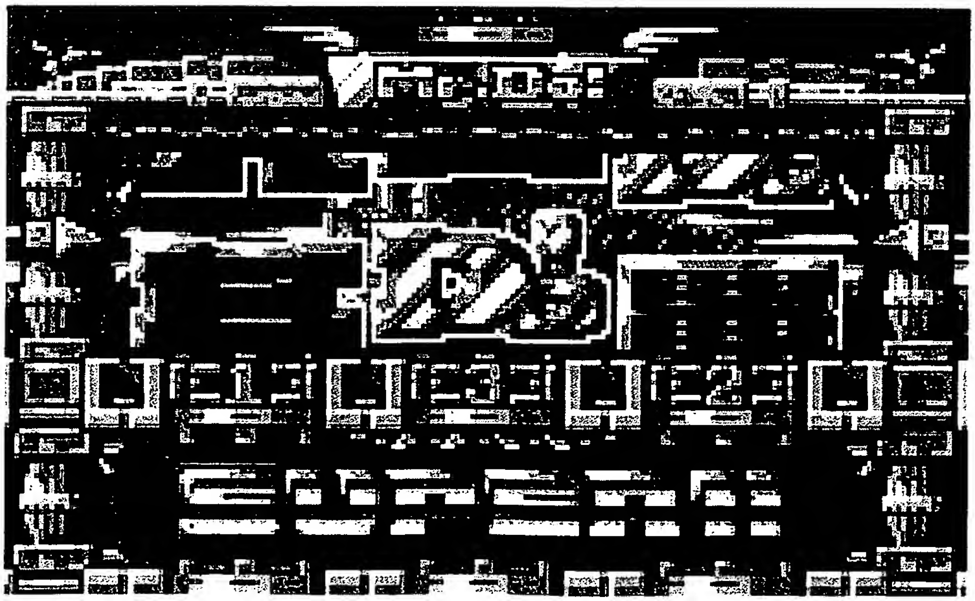


FIG. 121

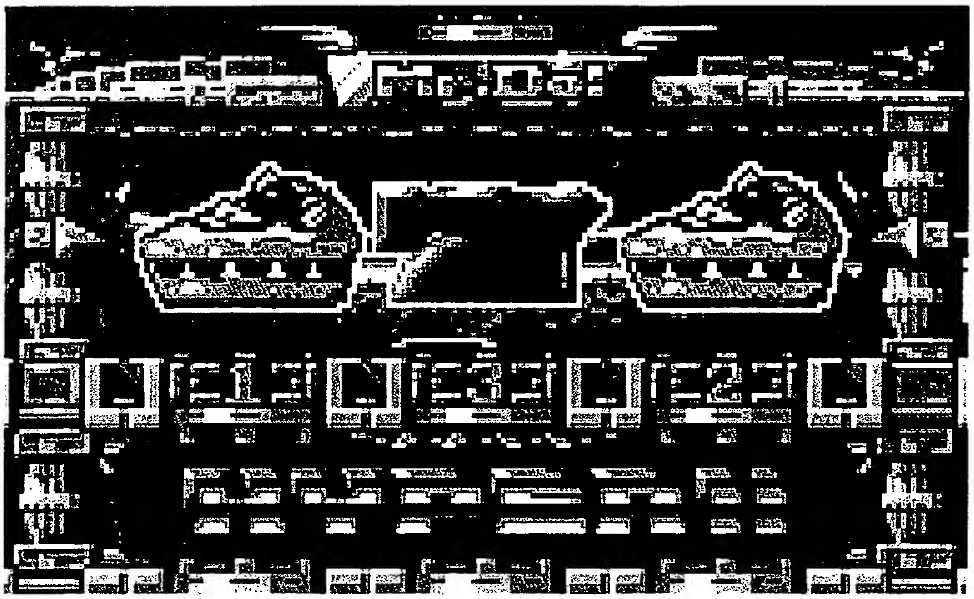


FIG. 122

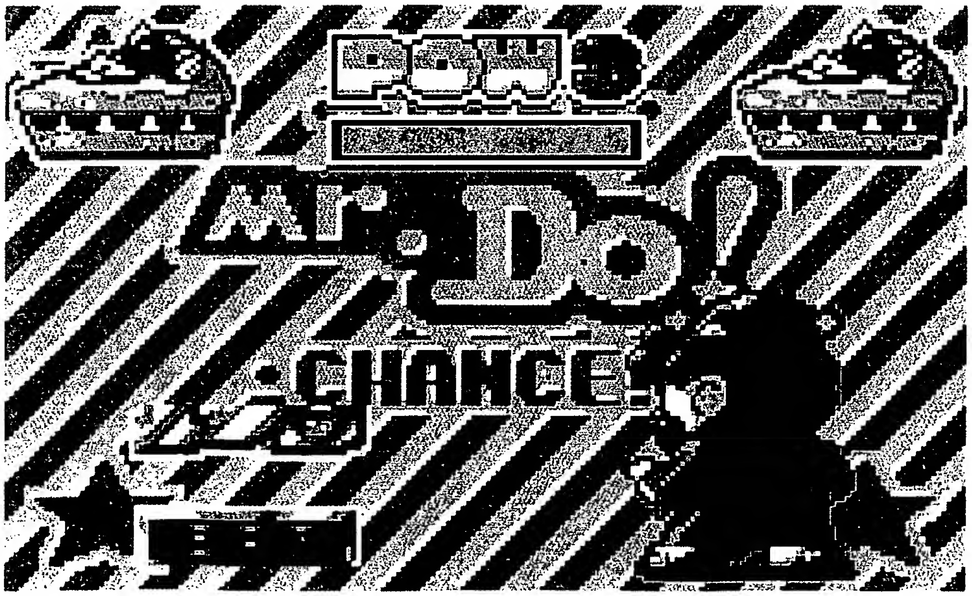


FIG. 123

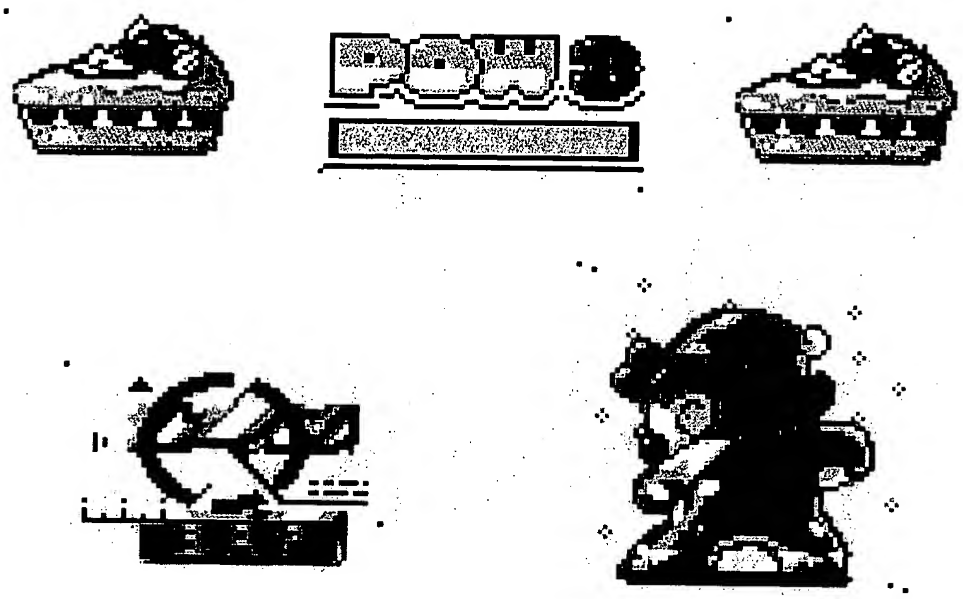


FIG. 124

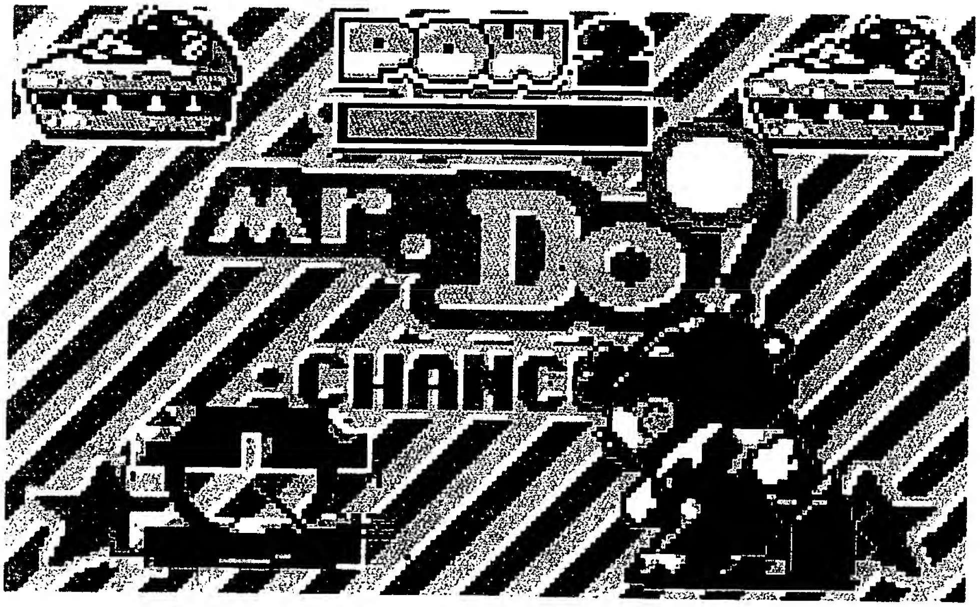


FIG. 125

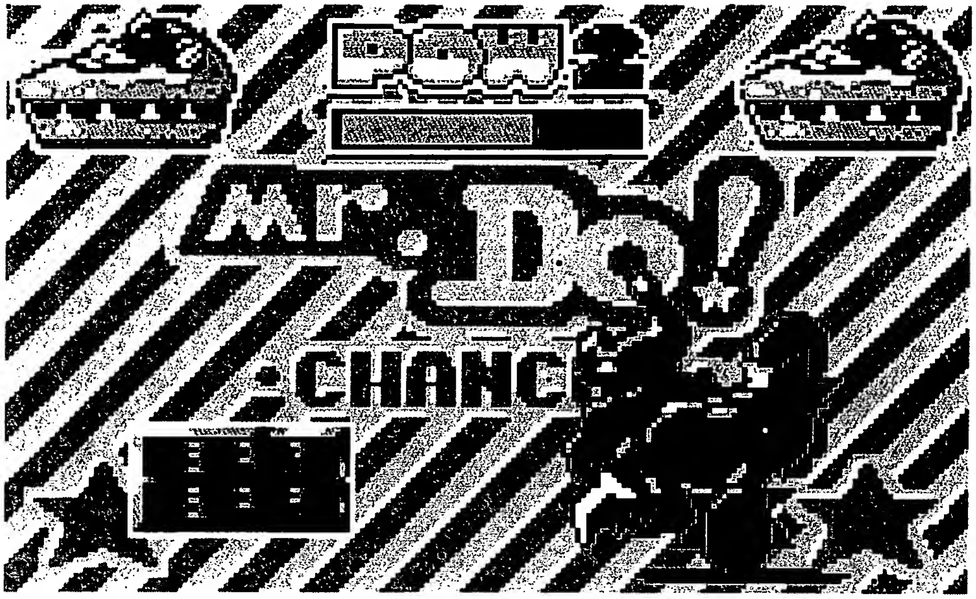


FIG. 126

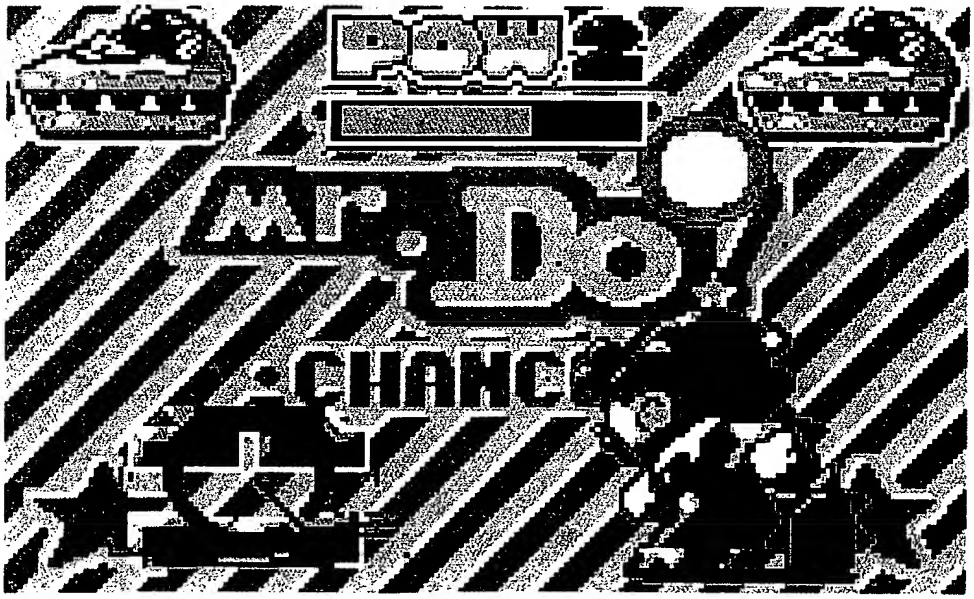


FIG. 127

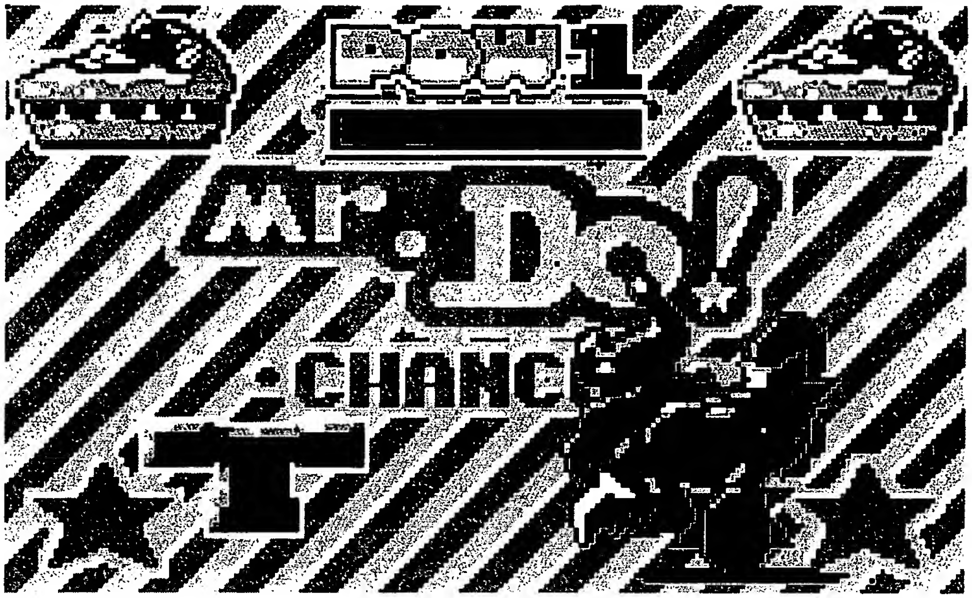


FIG. 128

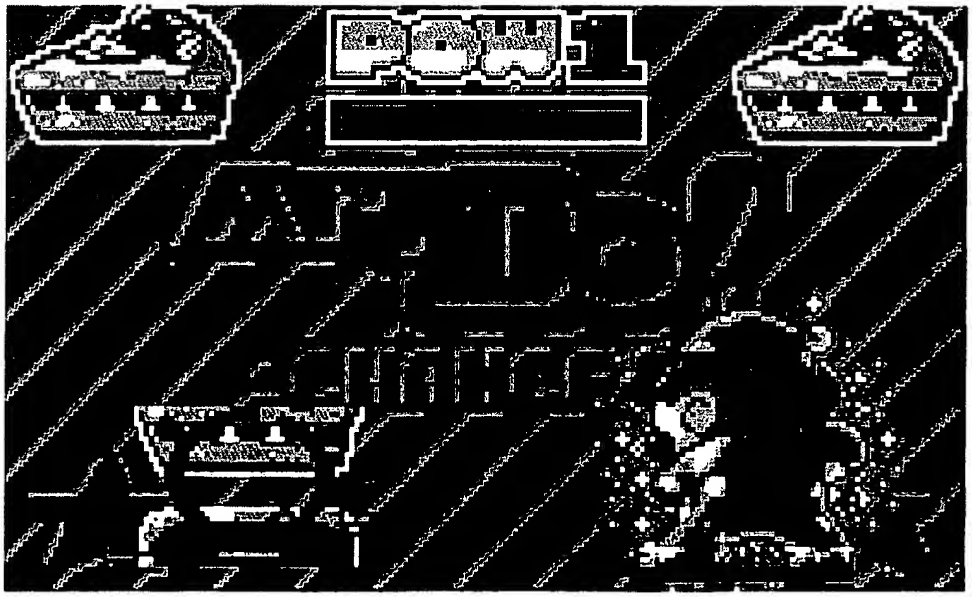


FIG. 129

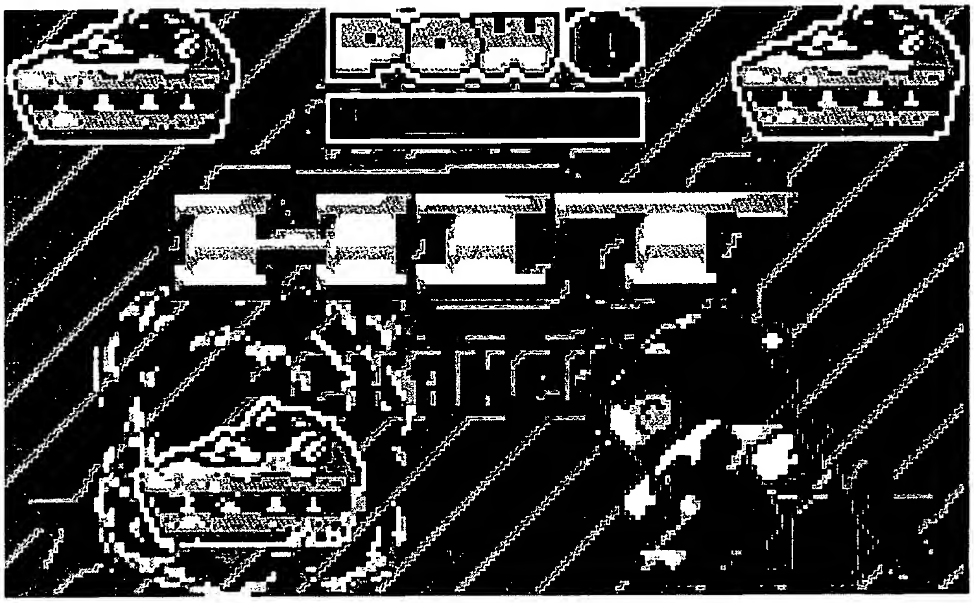


FIG. 130

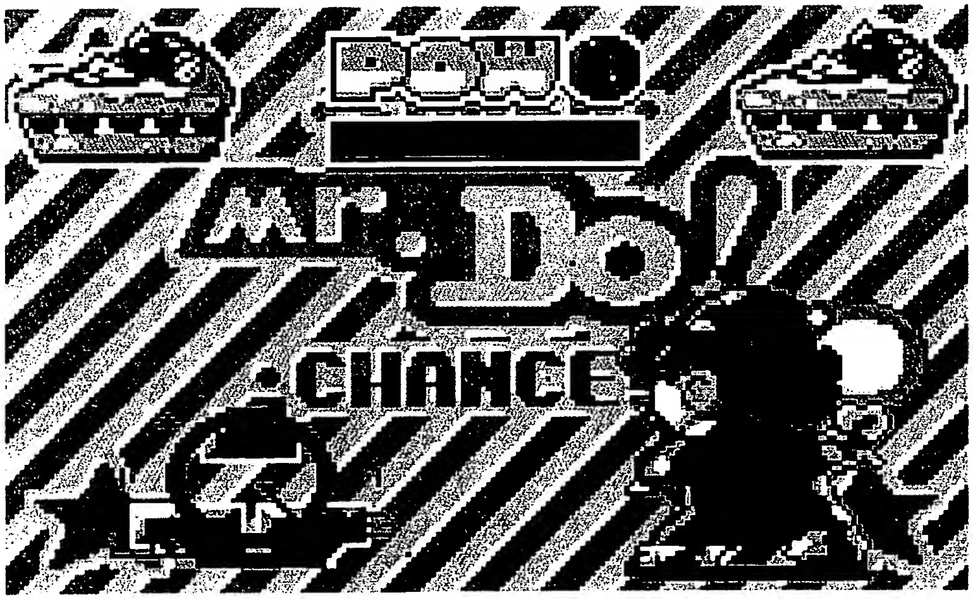


FIG. 131

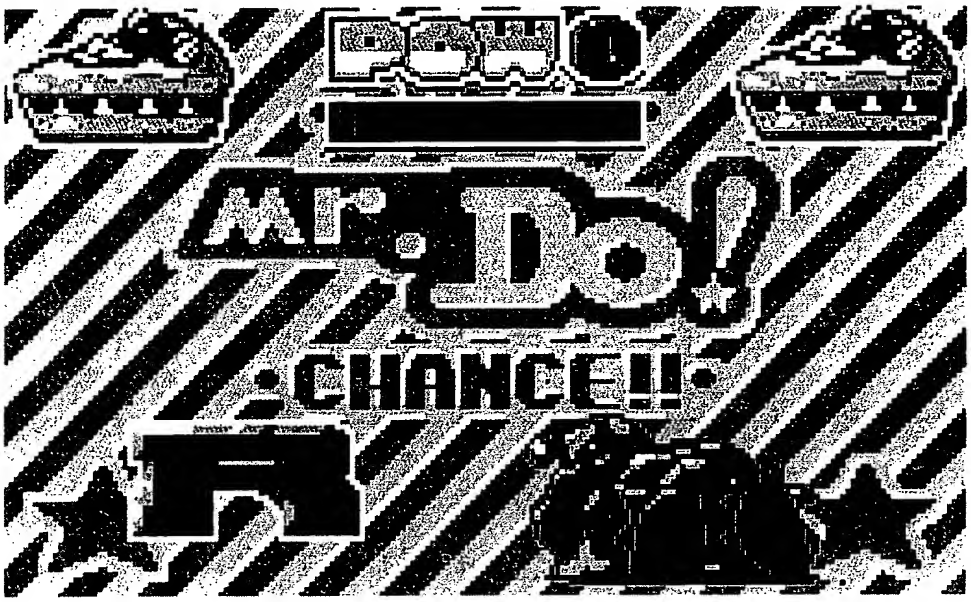


FIG. 132

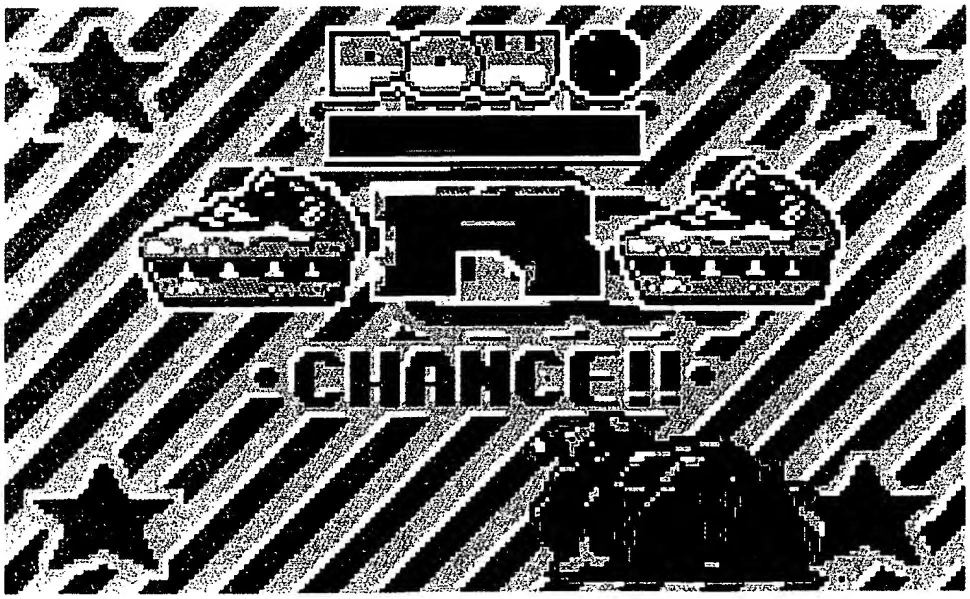


FIG. 133

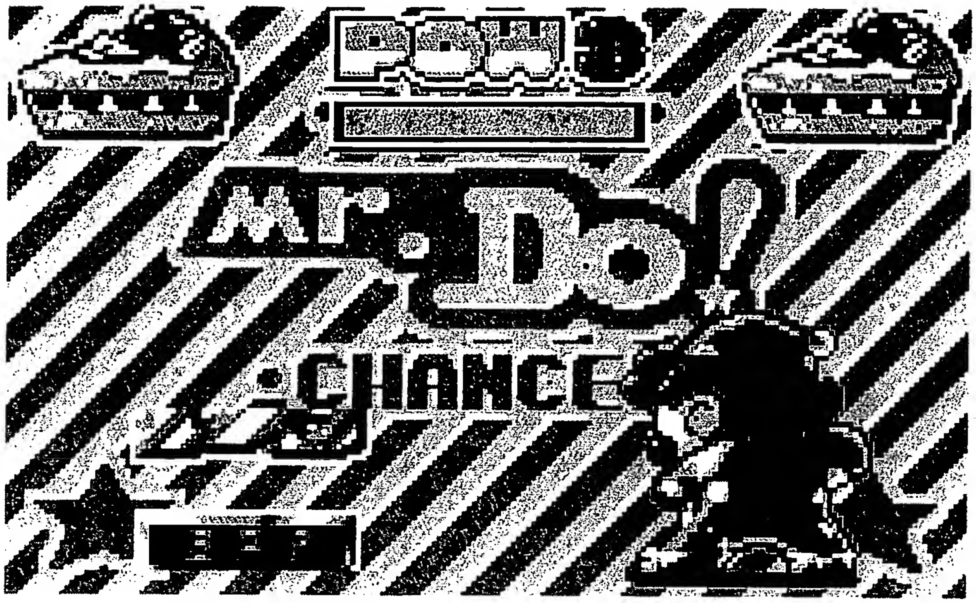


FIG. 134

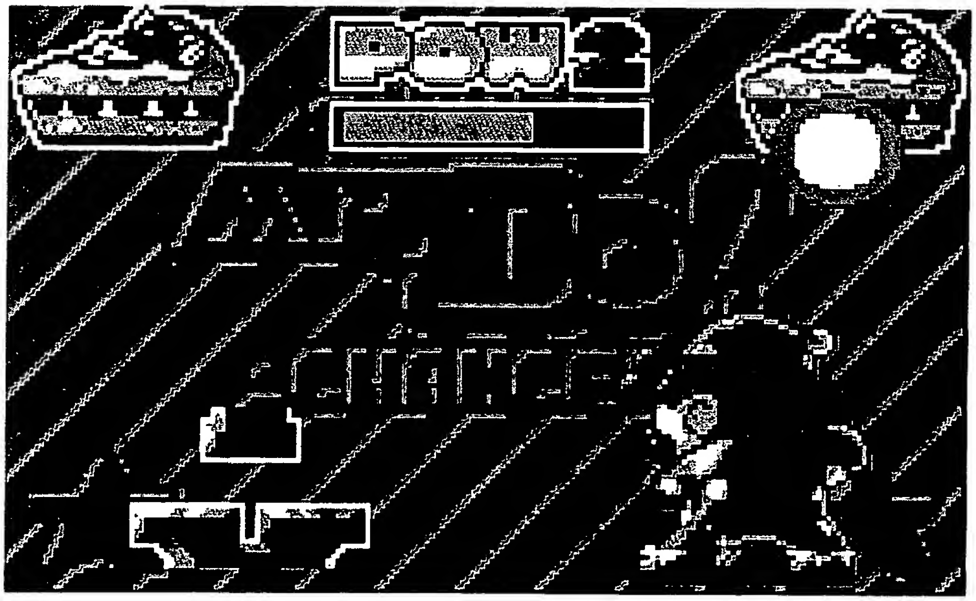


FIG. 135

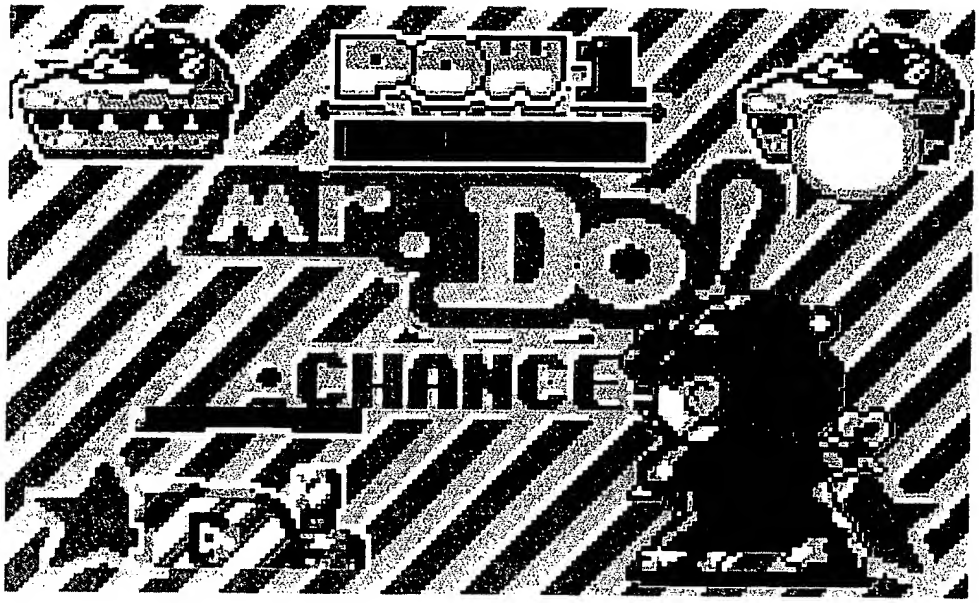


FIG. 136

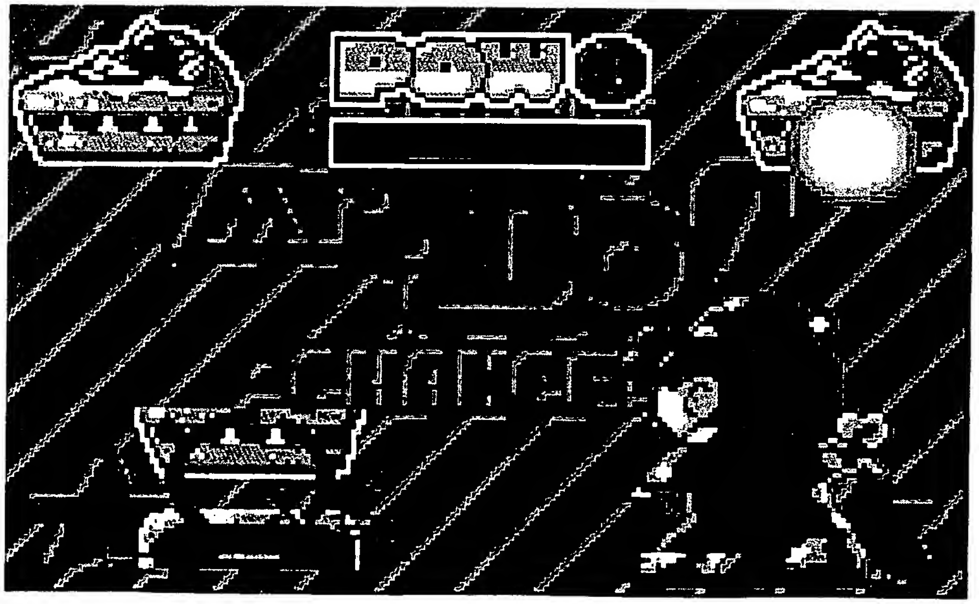


FIG. 137

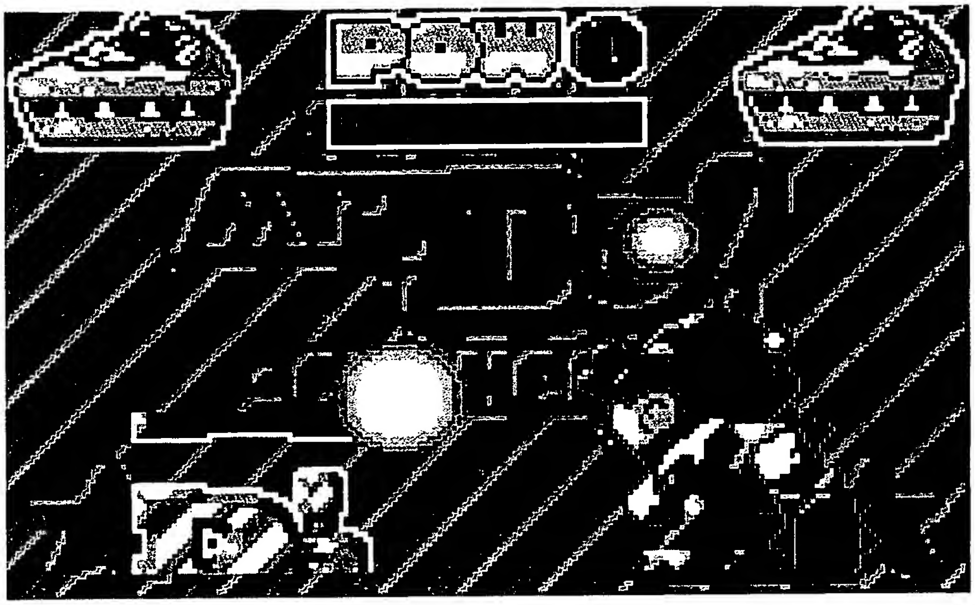


FIG. 138

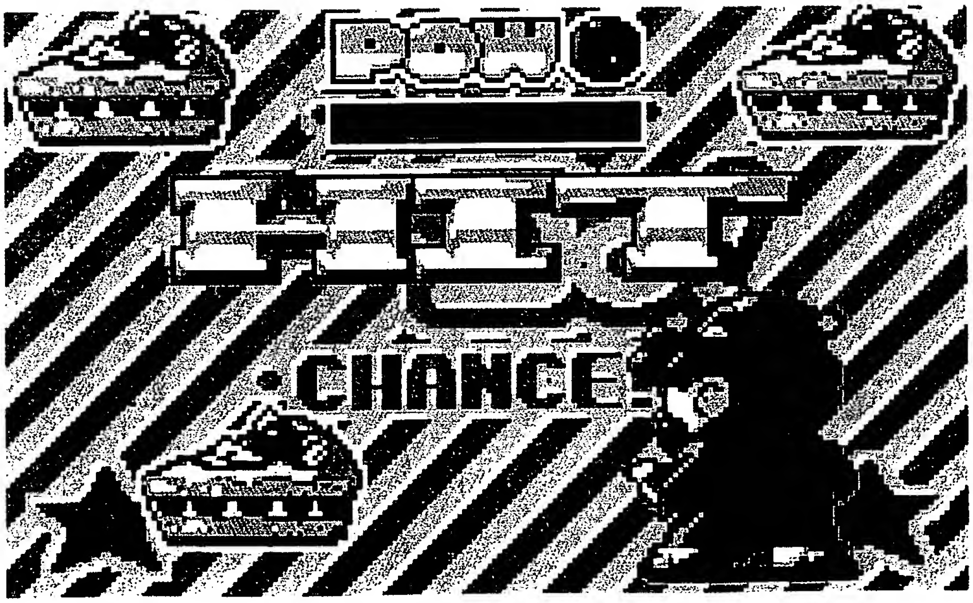


FIG. 139

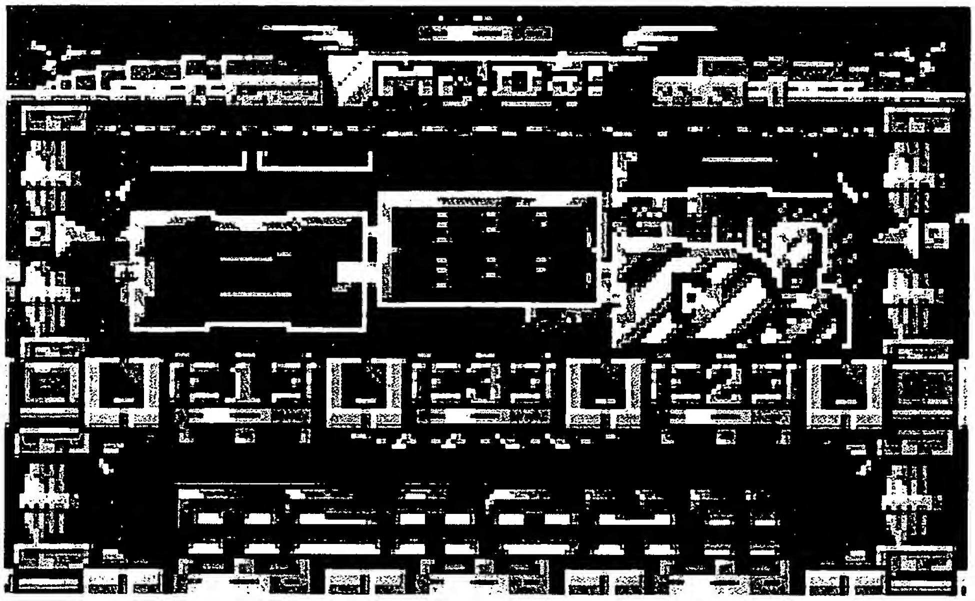


FIG. 140

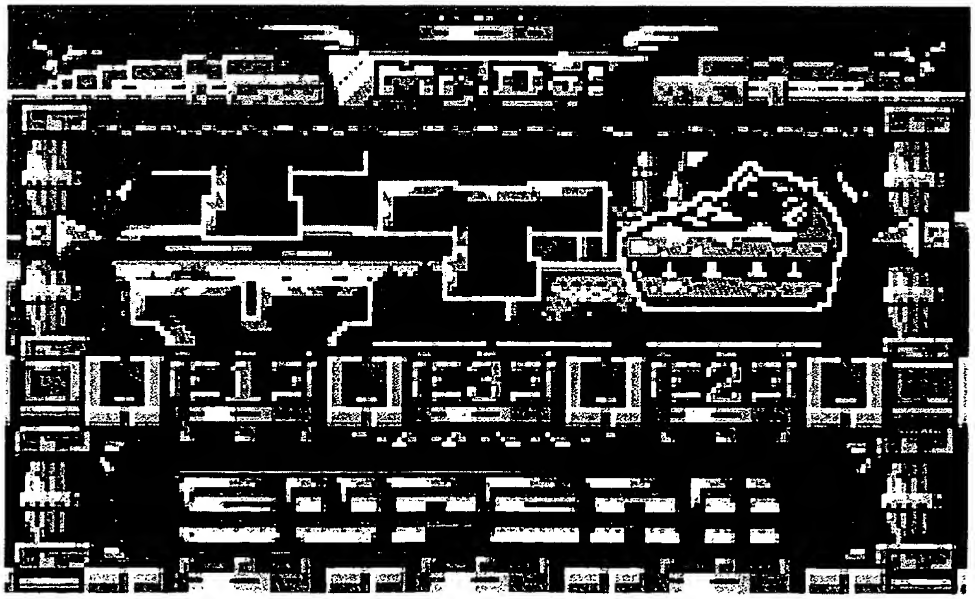


FIG. 141

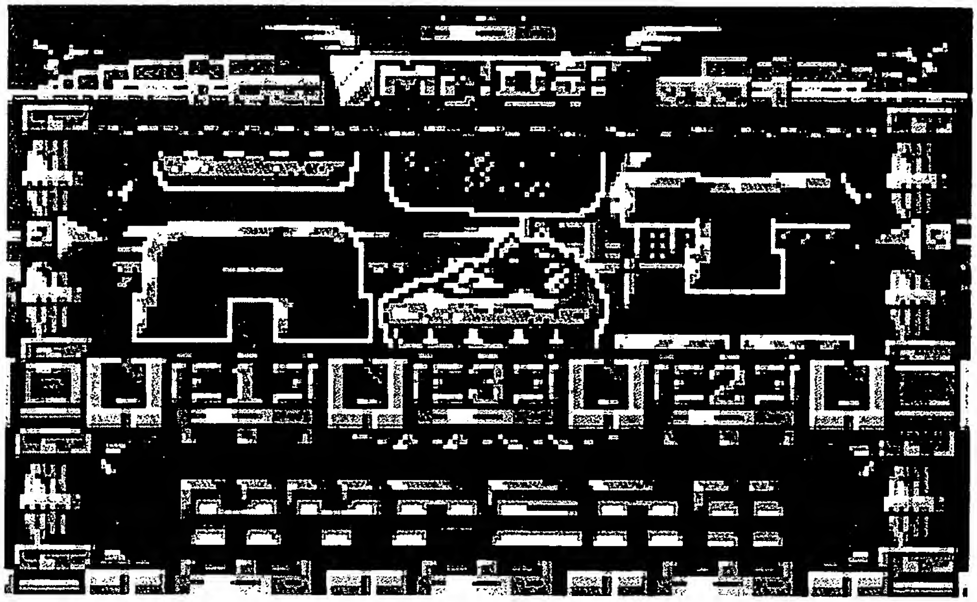


FIG. 142

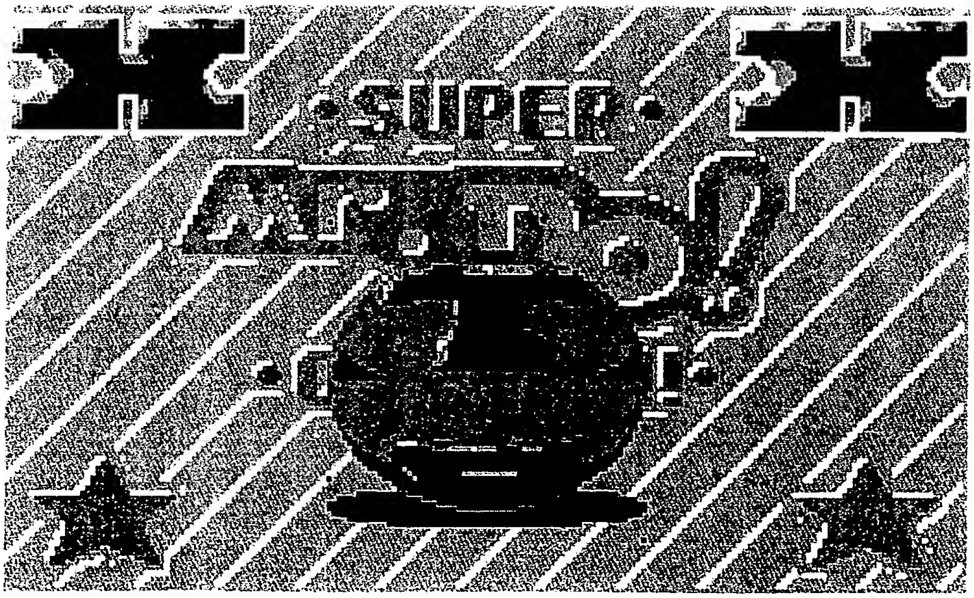


FIG. 143

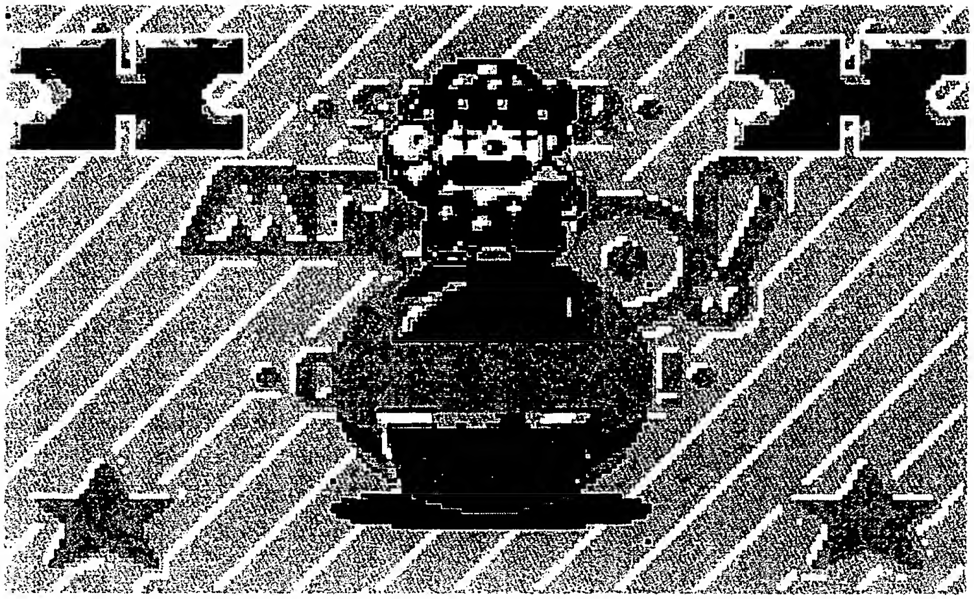


FIG. 144

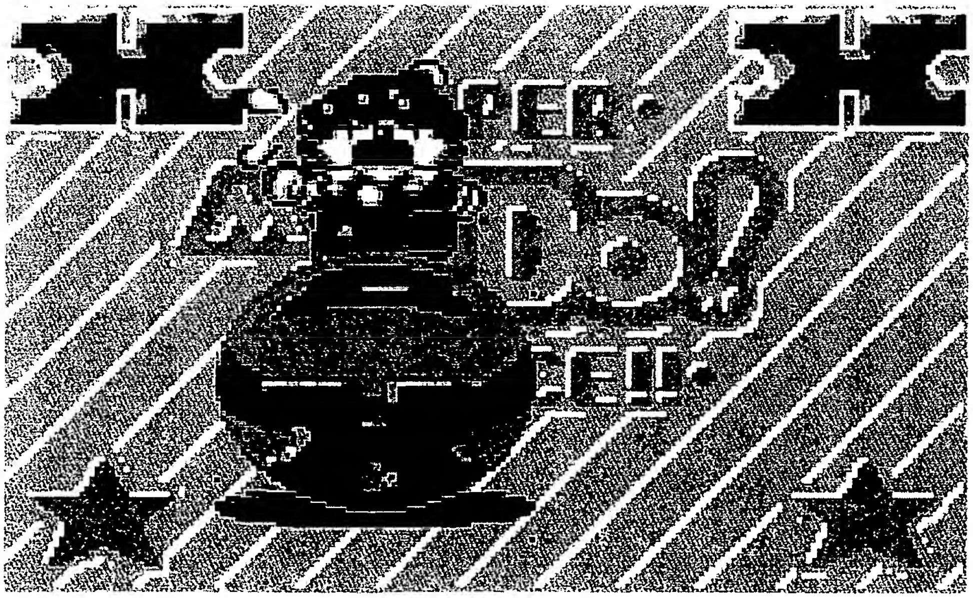


FIG. 145

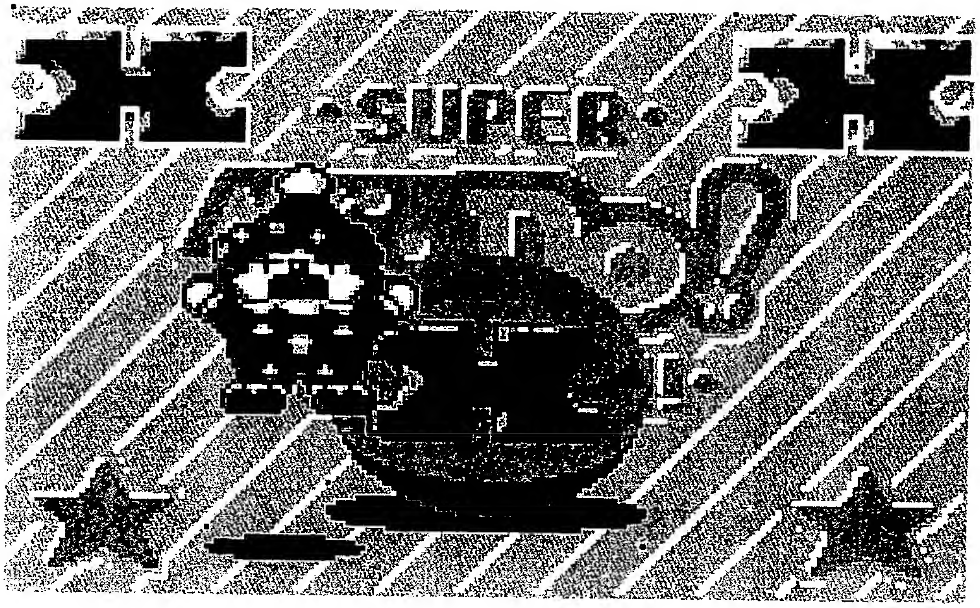


FIG. 146

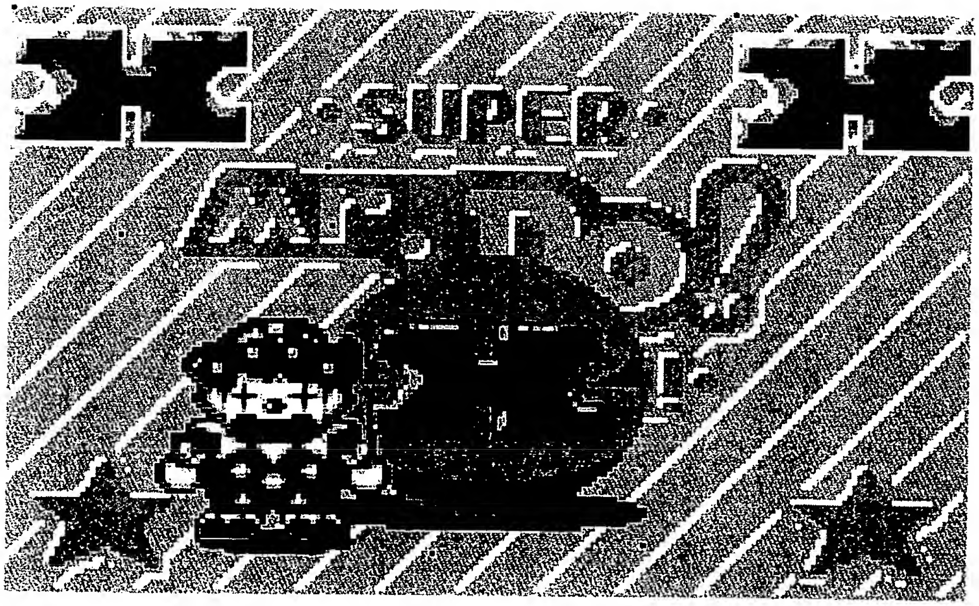


FIG. 147

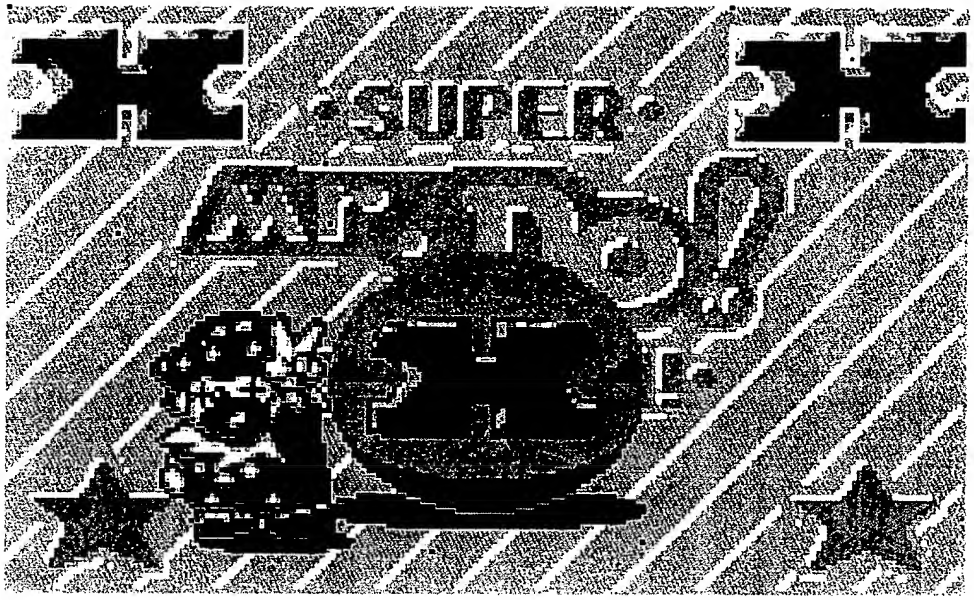


FIG. 148

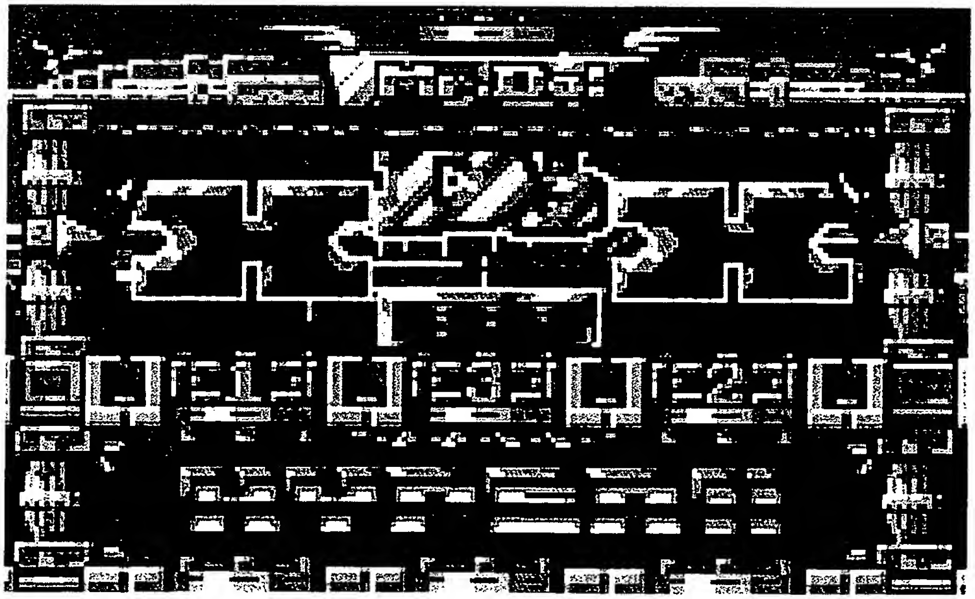


FIG. 149

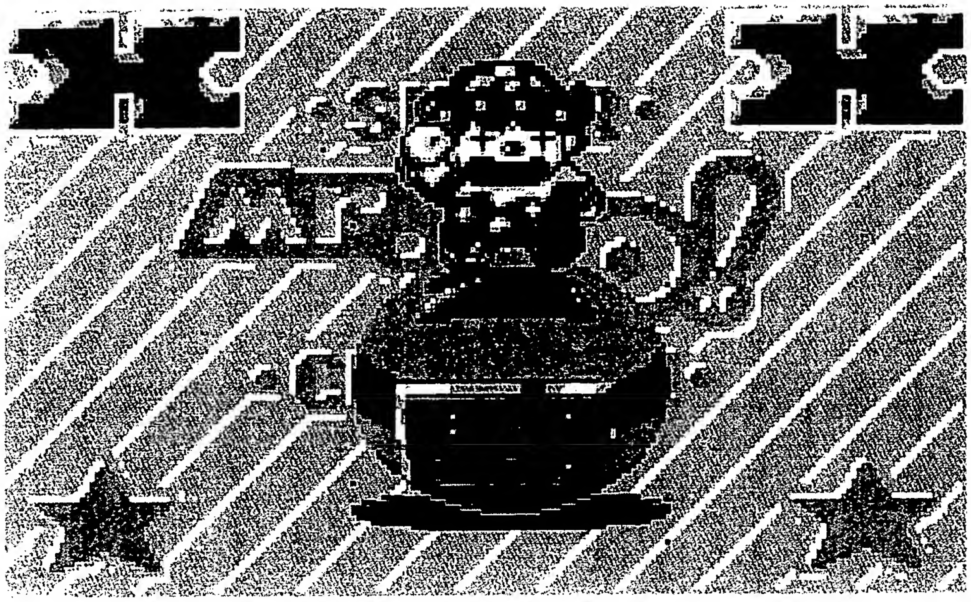


FIG. 150

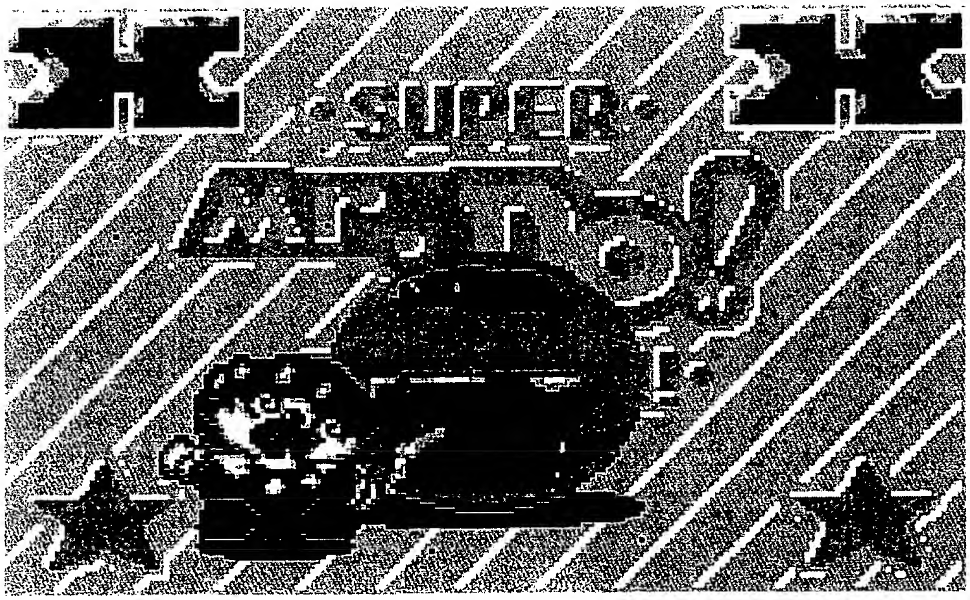


FIG. 151

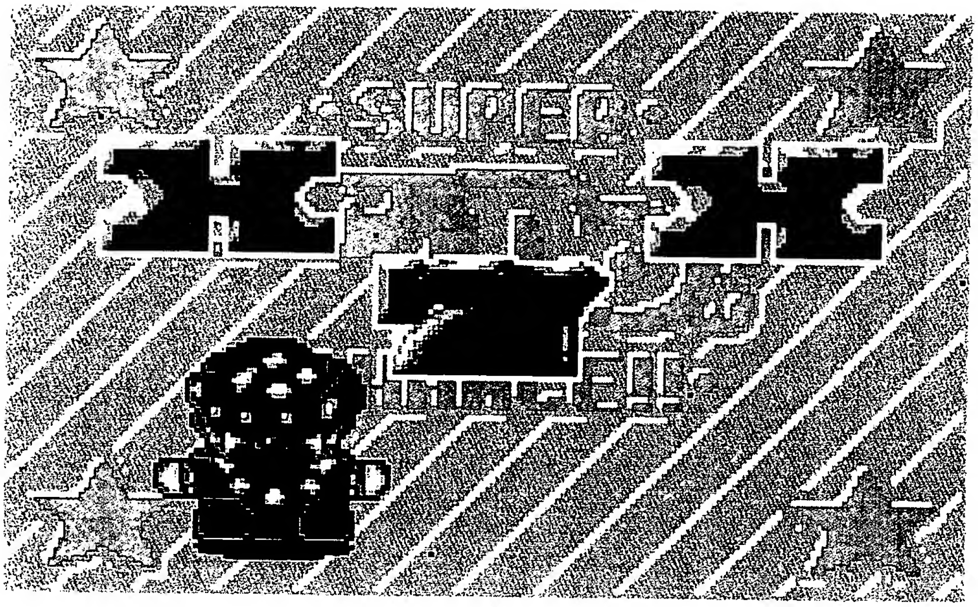


FIG. 152

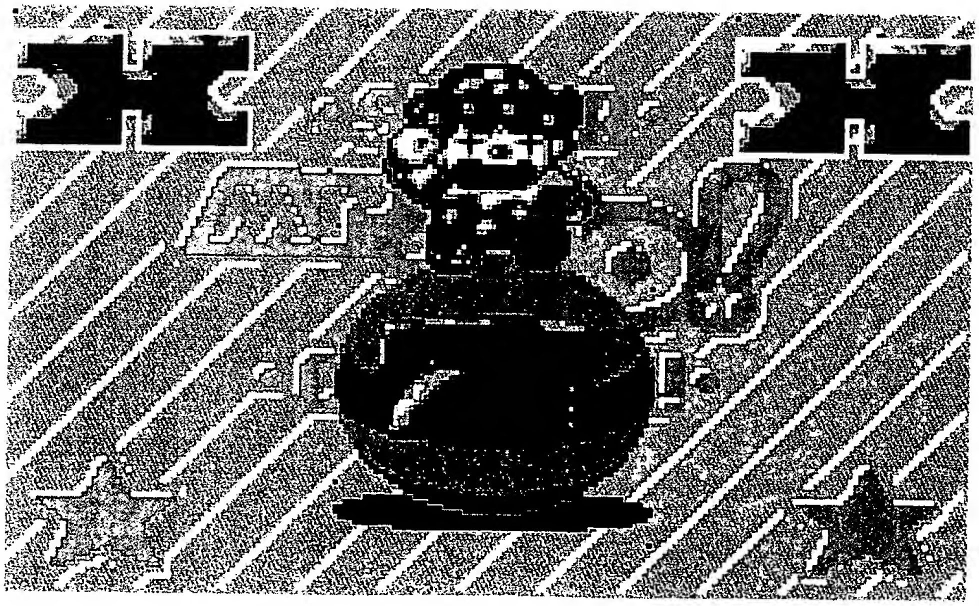


FIG. 153

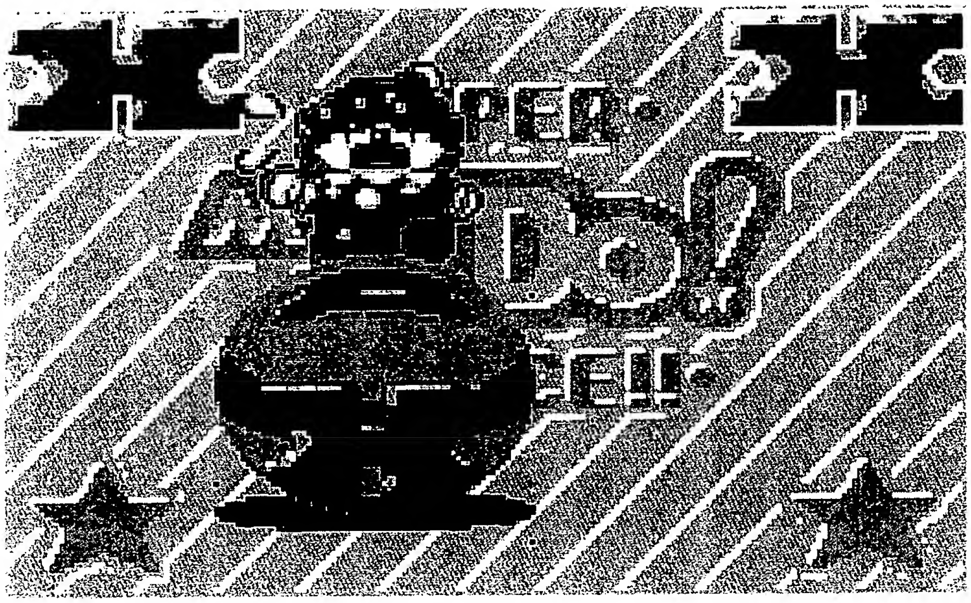


FIG. 154

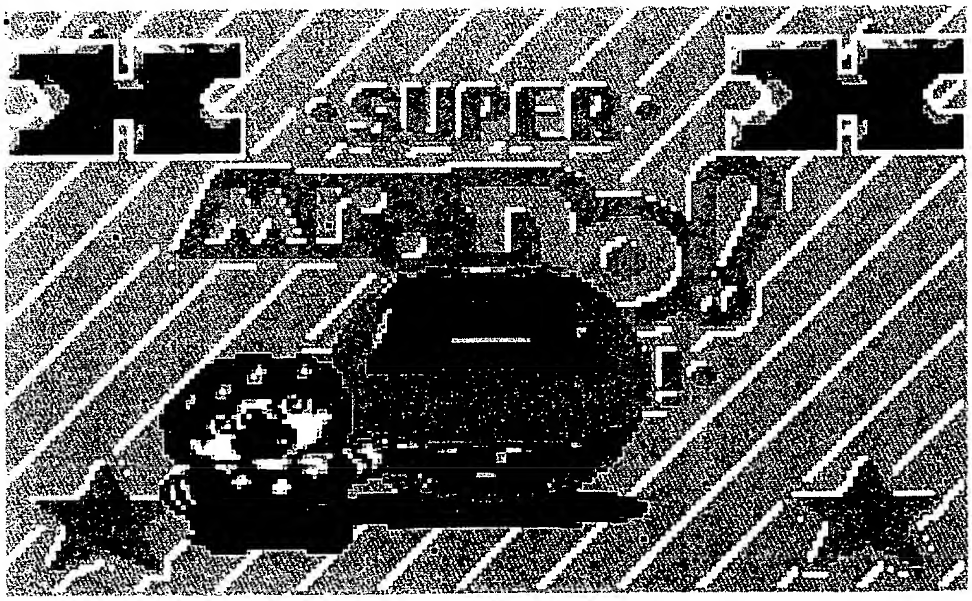


FIG. 155

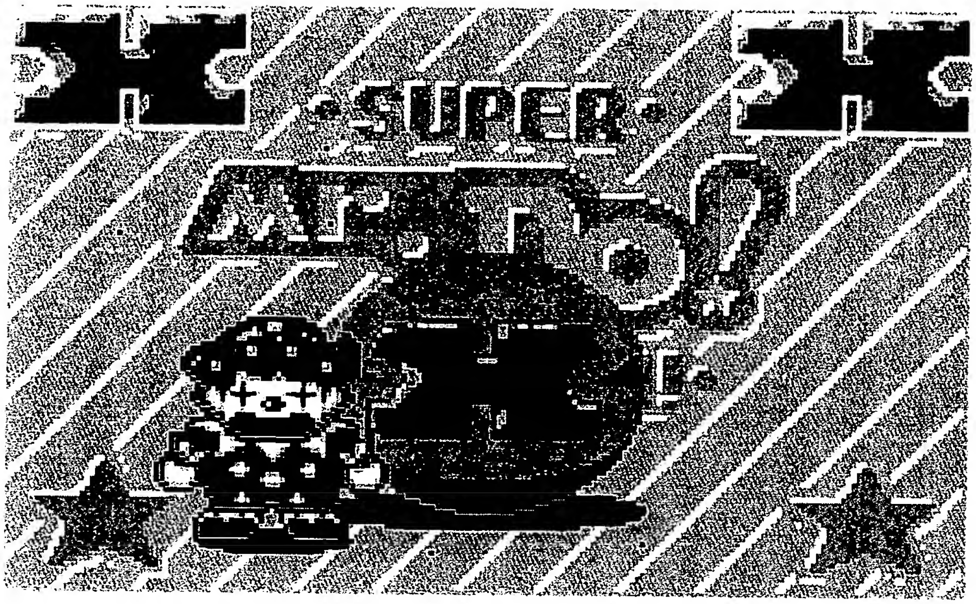


FIG. 156

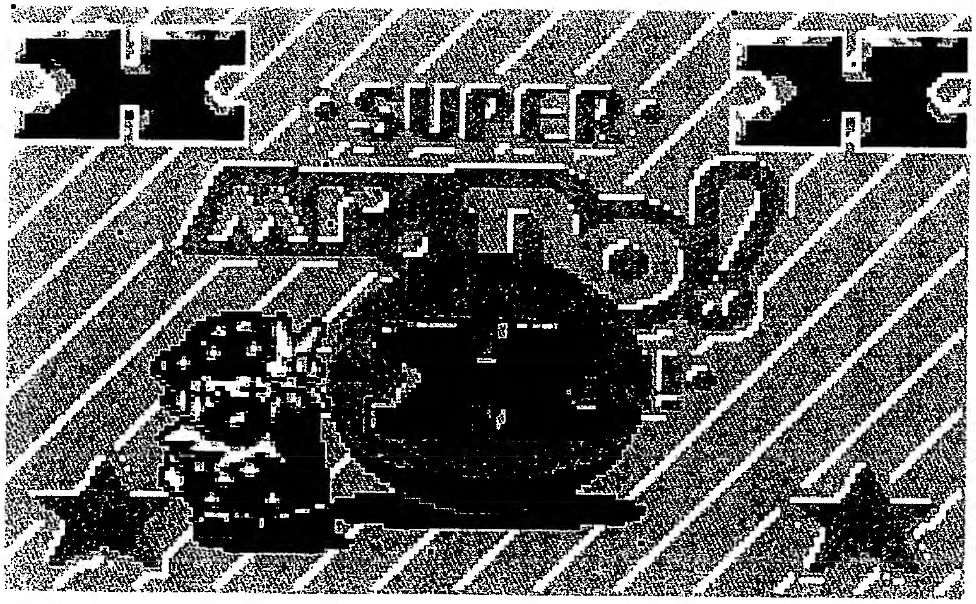


FIG. 157

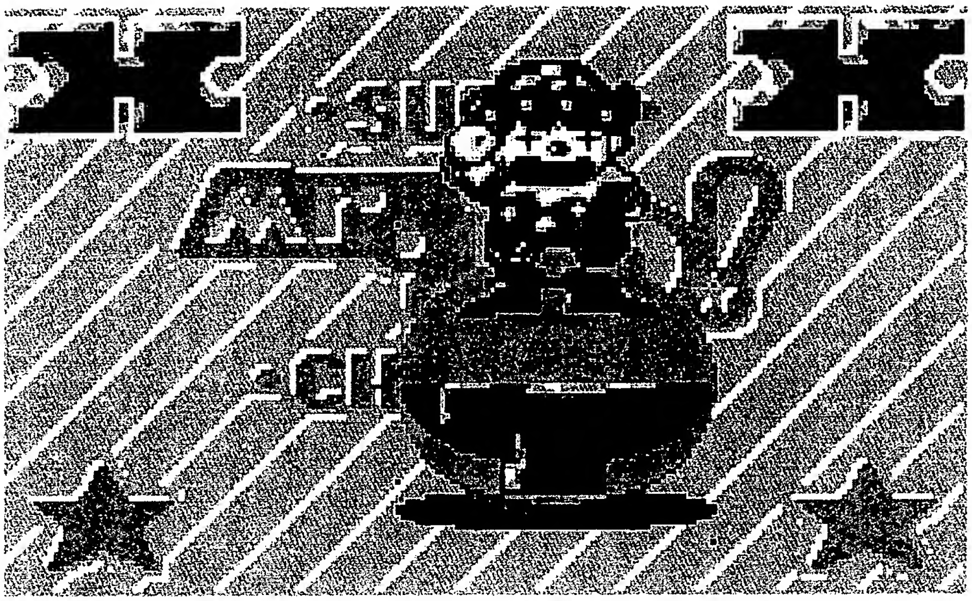
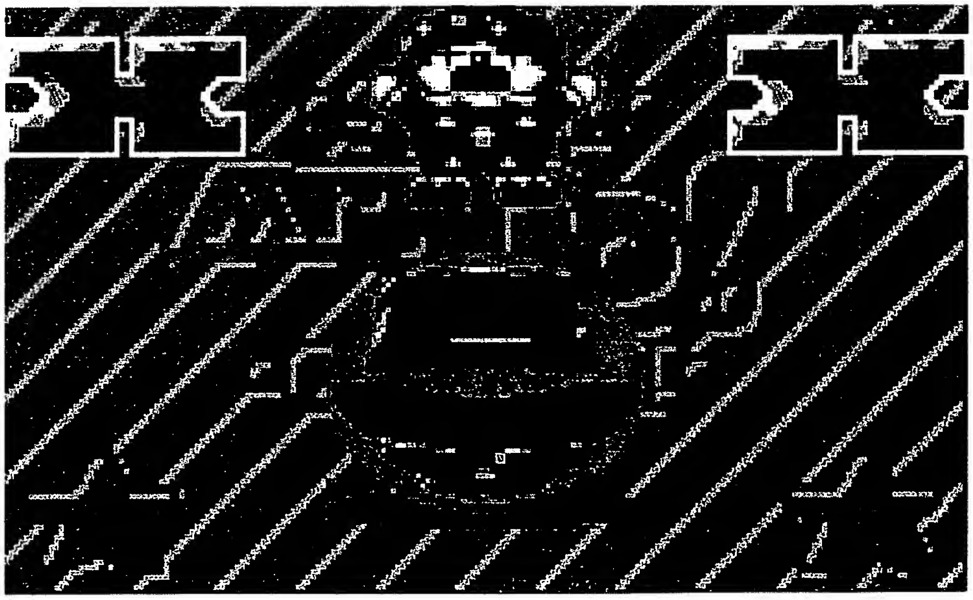


FIG. 158



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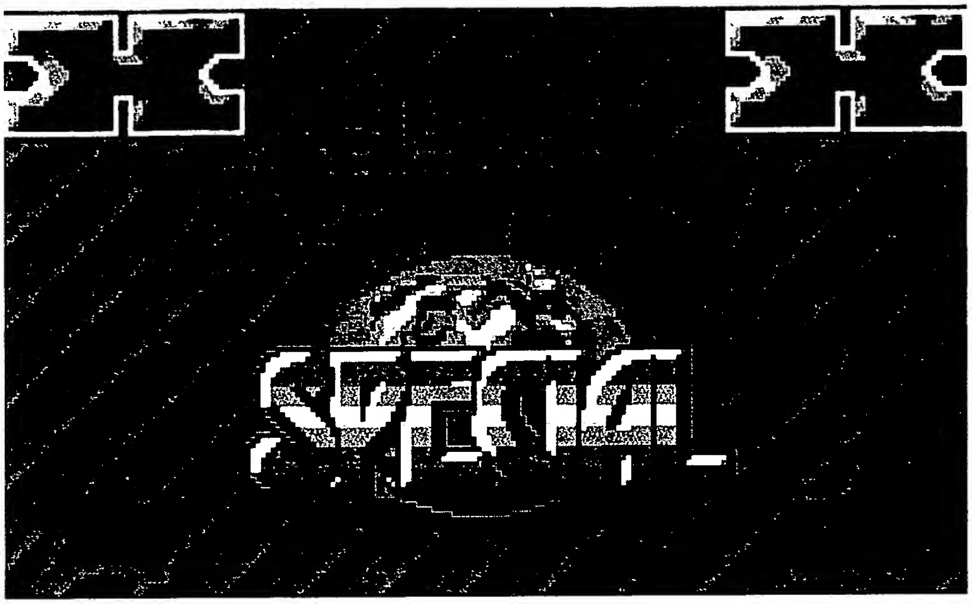
F I G. 159



F I G. 160

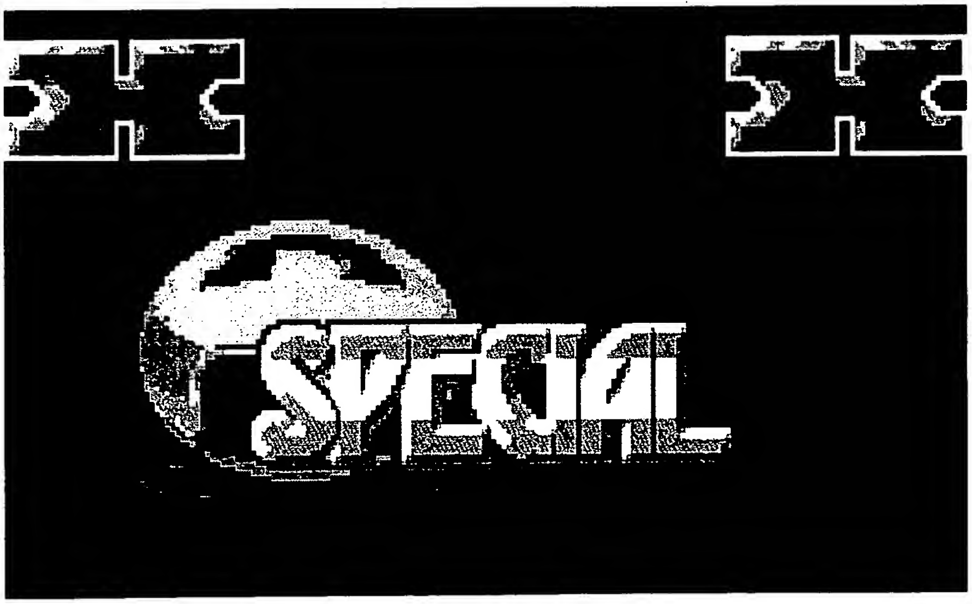


FIG. 161

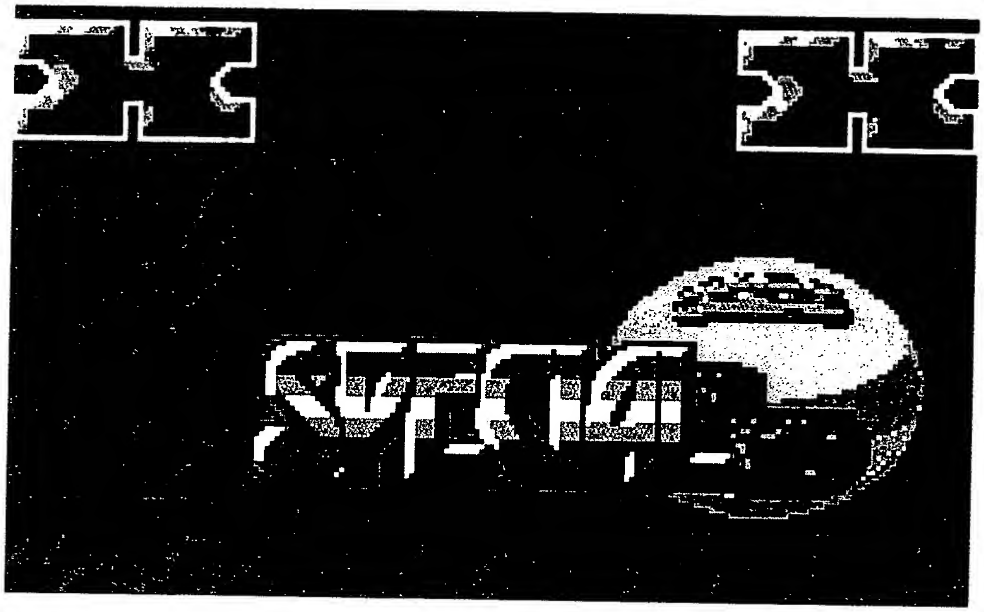


FIG. 162

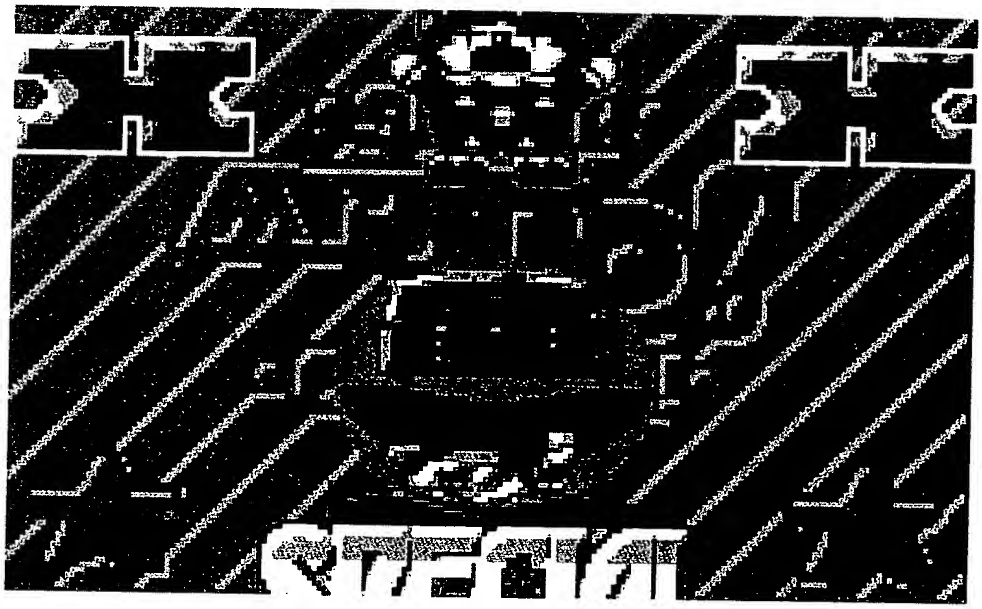


FIG. 163

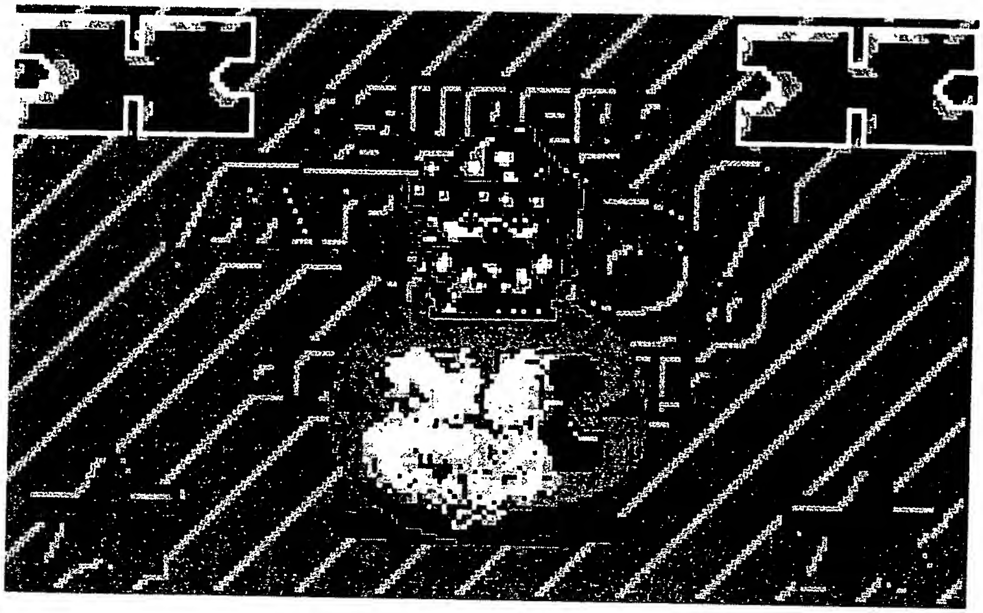


FIG. 164

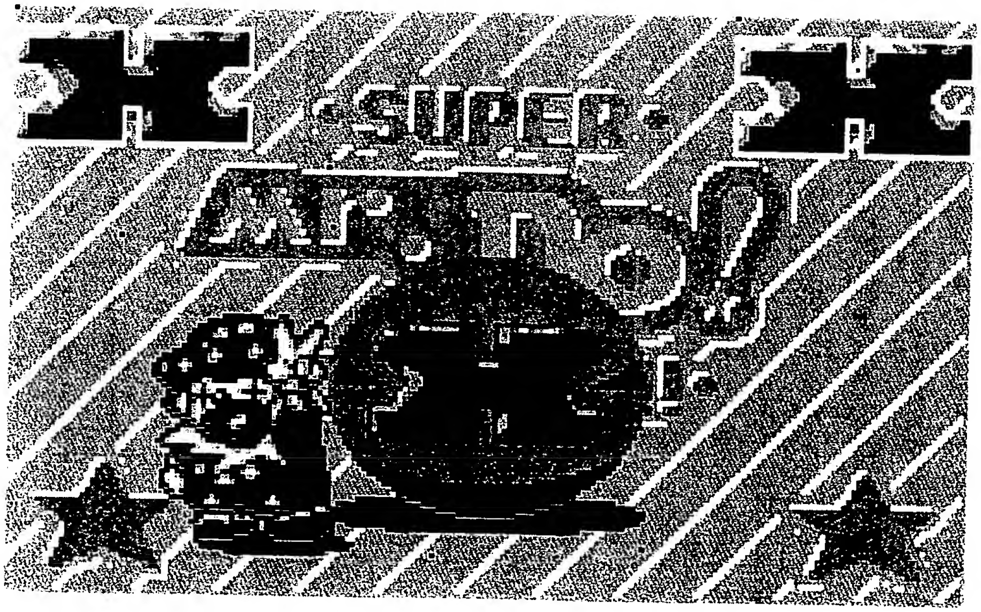


FIG. 165

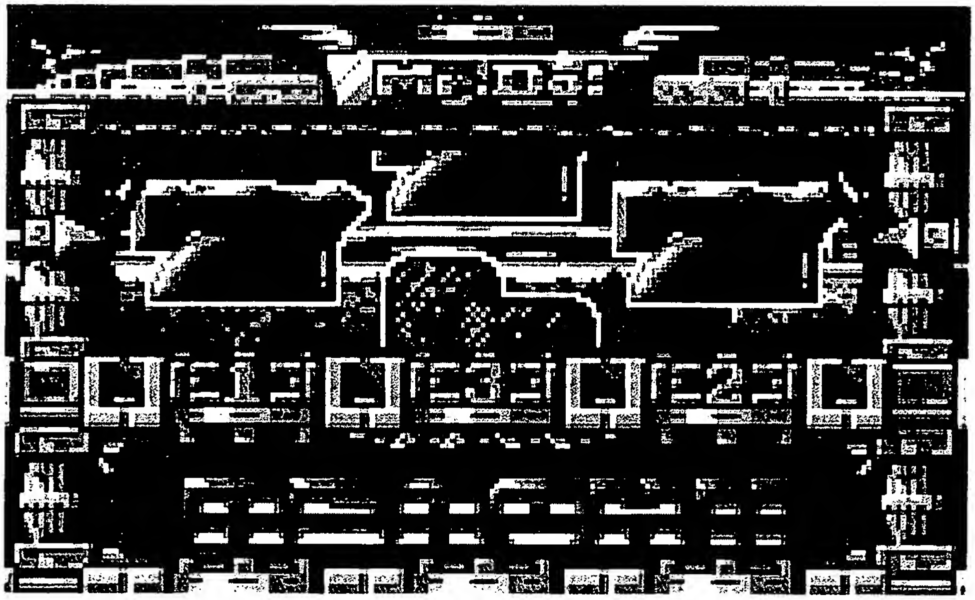


FIG. 166

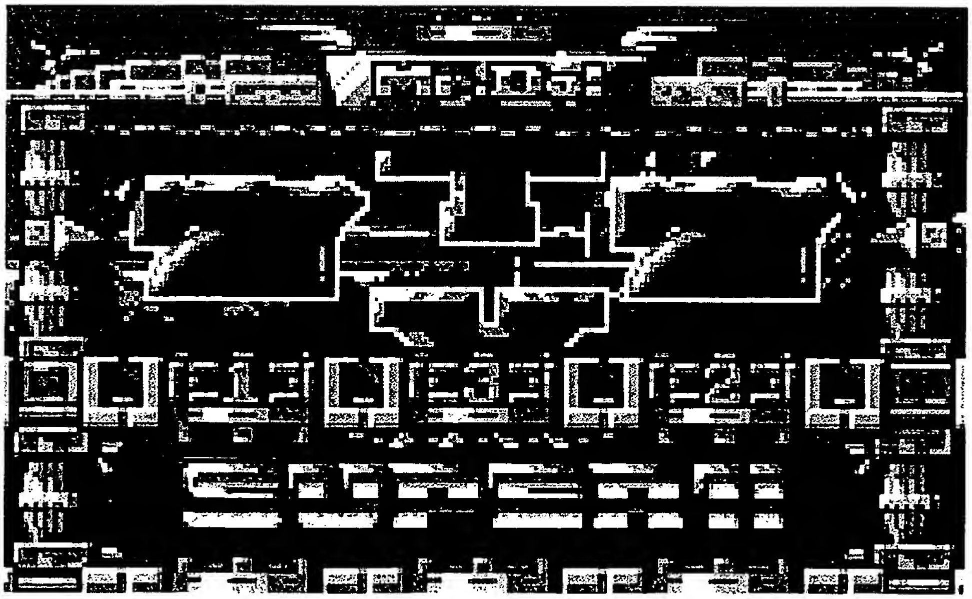


FIG. 167

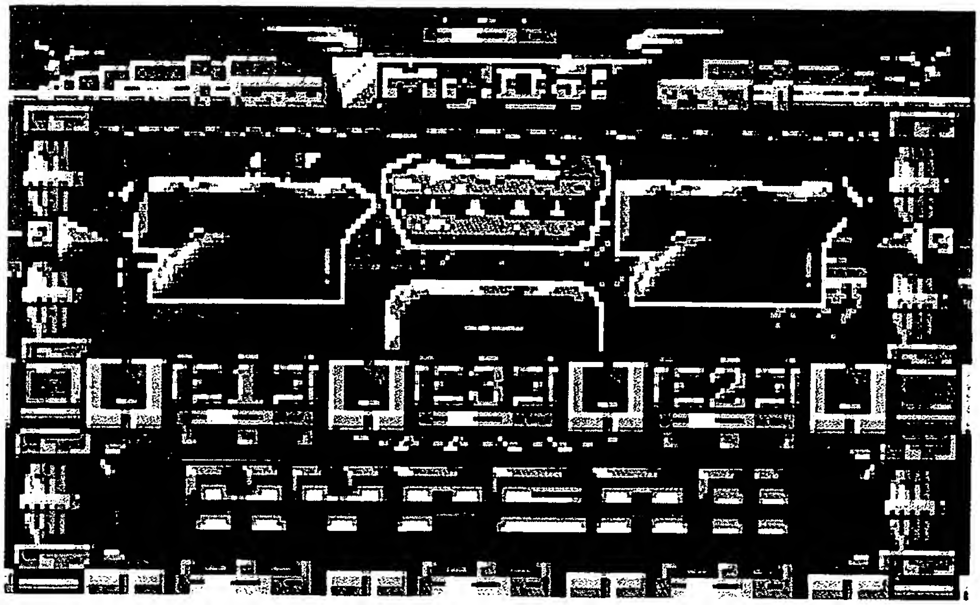


FIG. 168

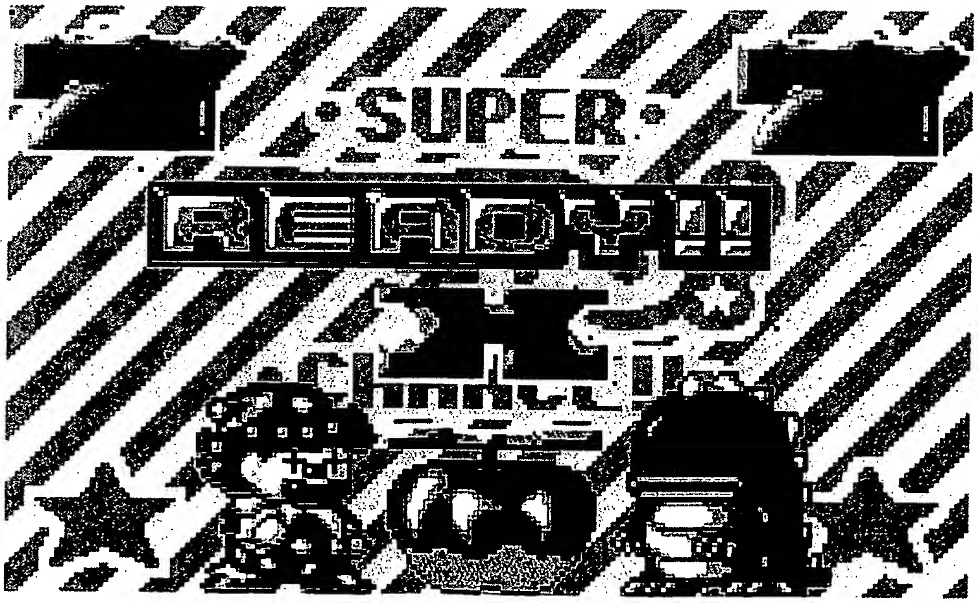


FIG. 169

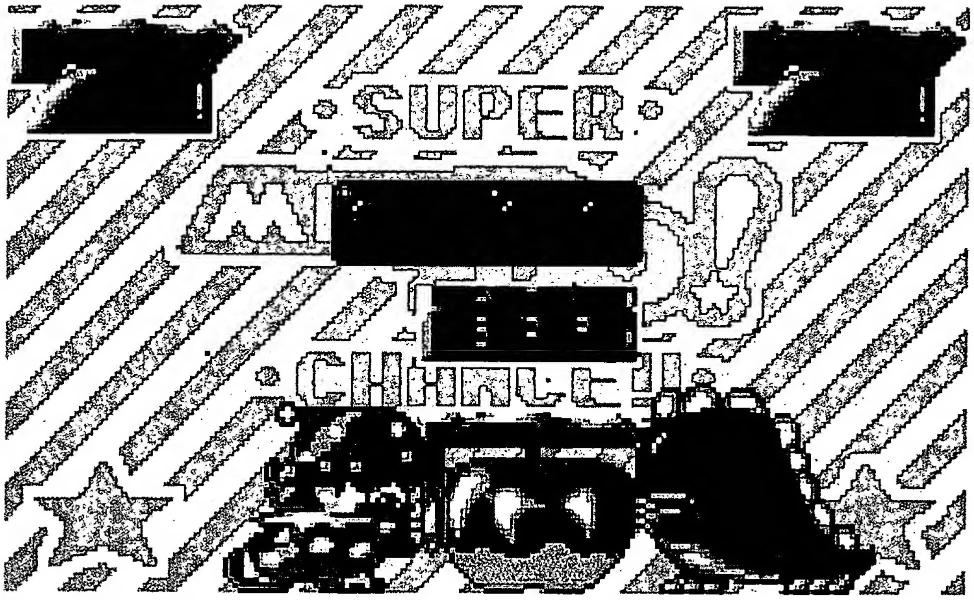
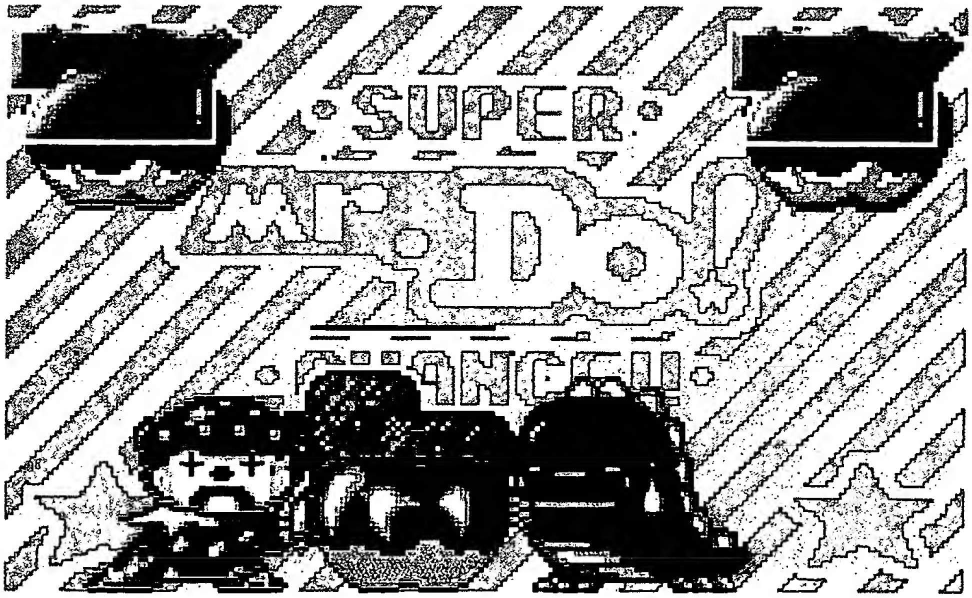
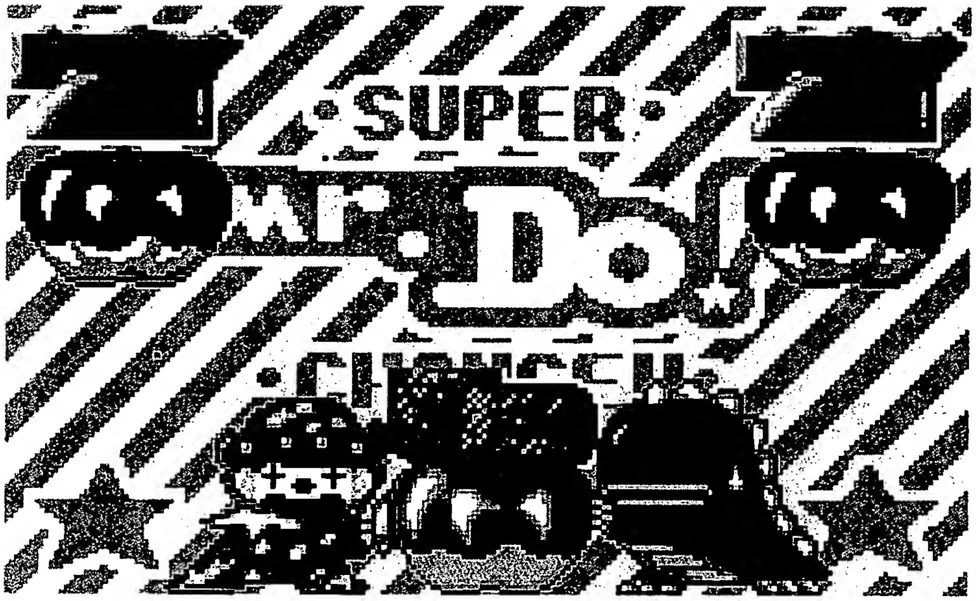


FIG. 170



F I G. 171



F I G. 172

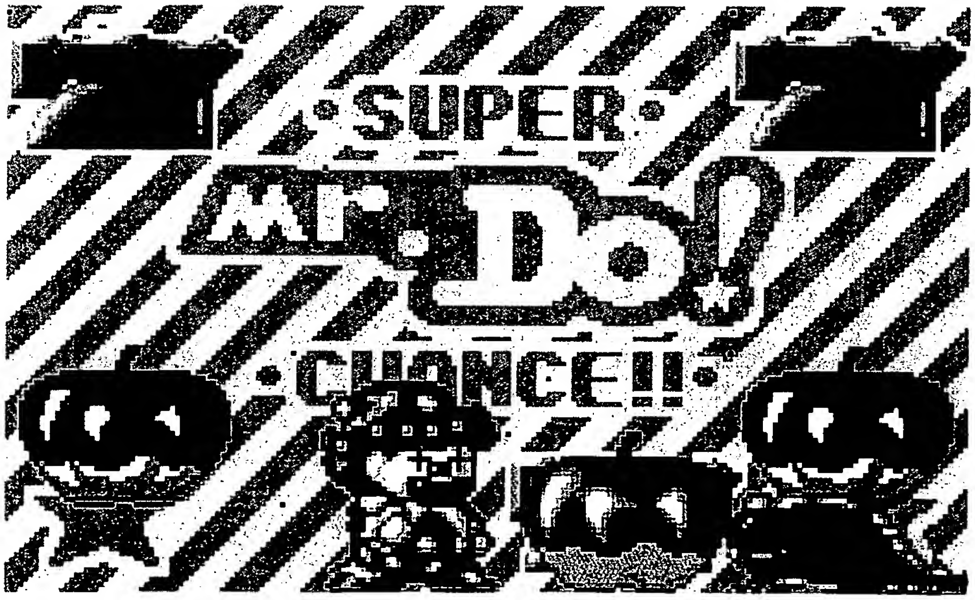


FIG. 173

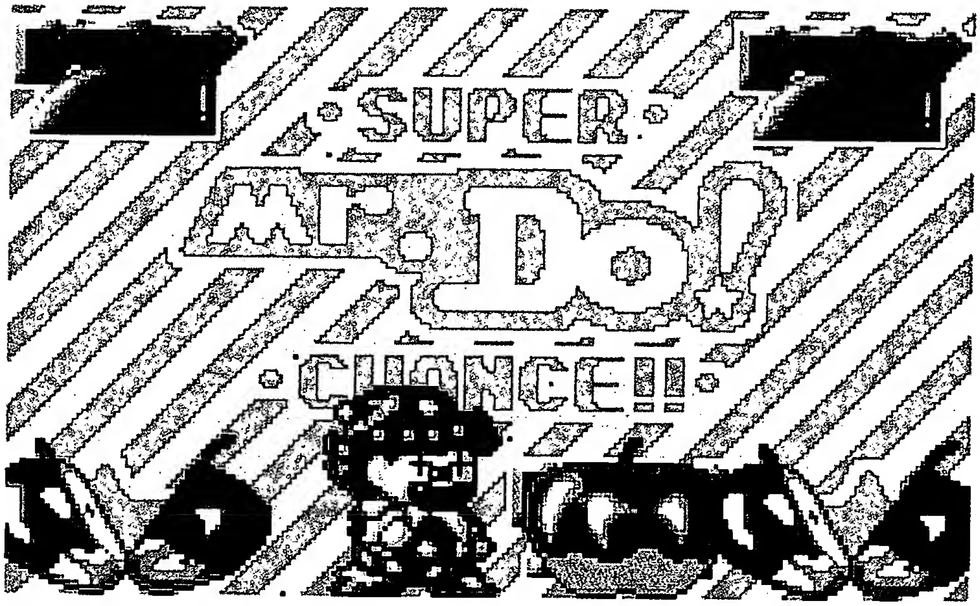


FIG. 174

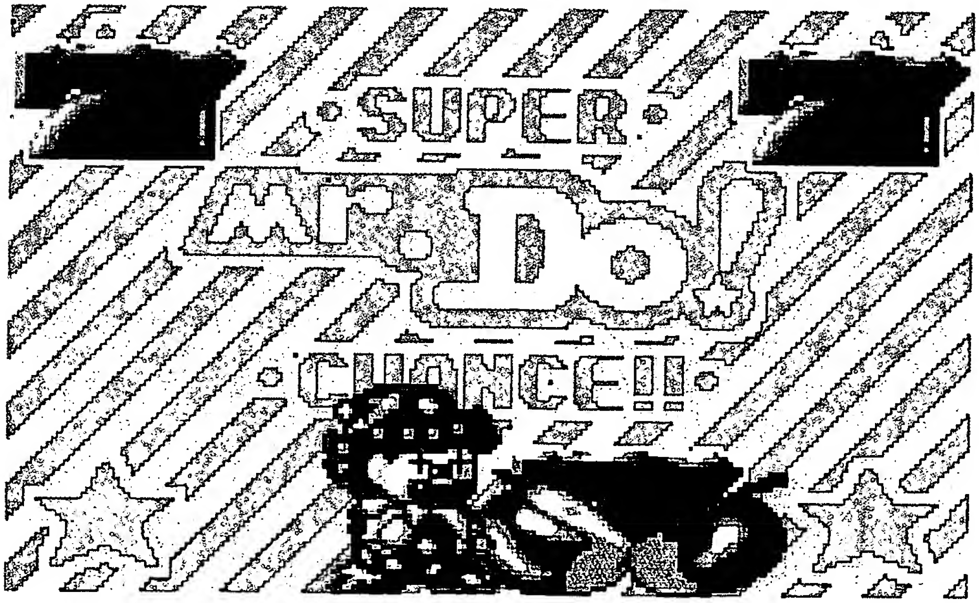


FIG. 175

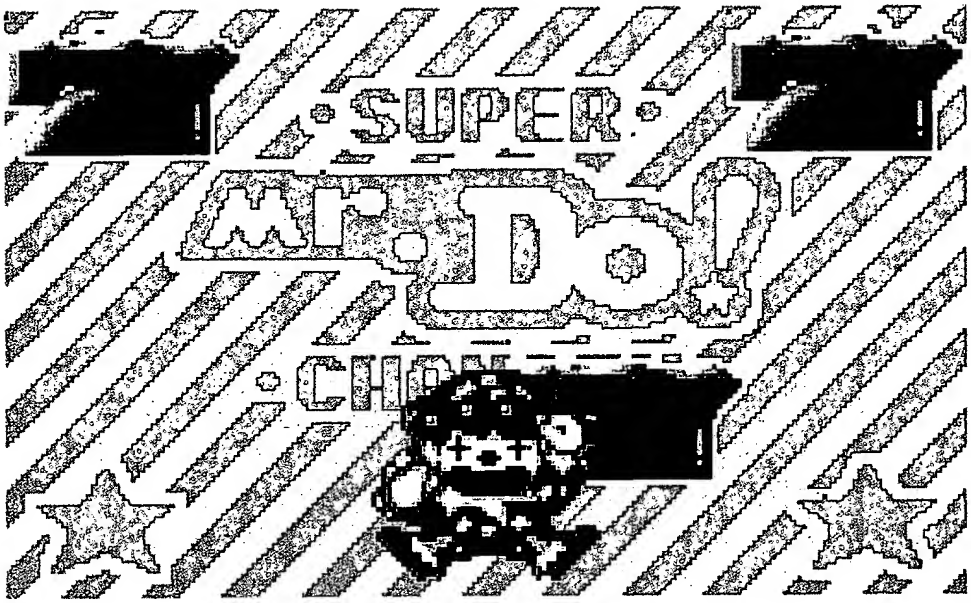


FIG. 176

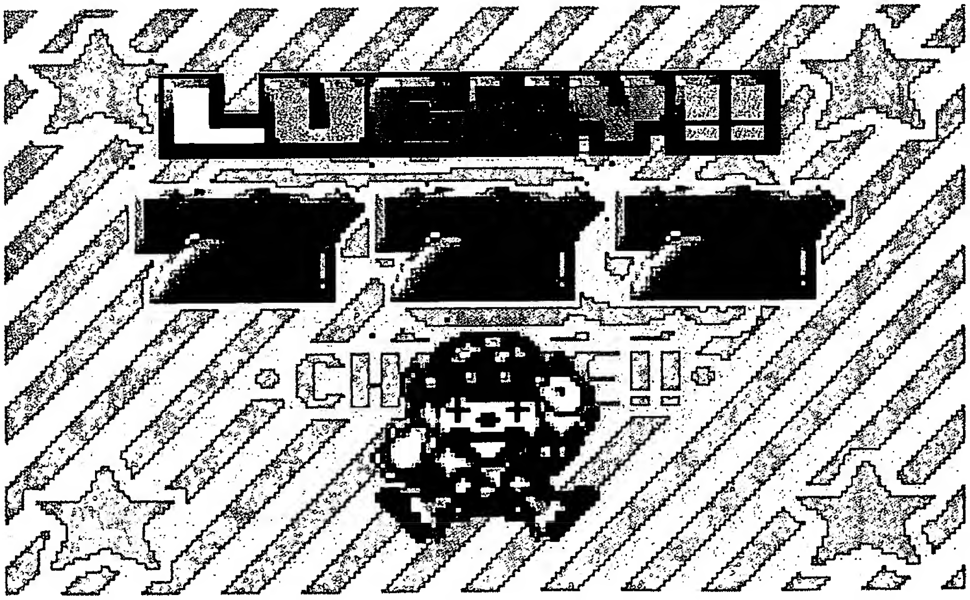


FIG. 177

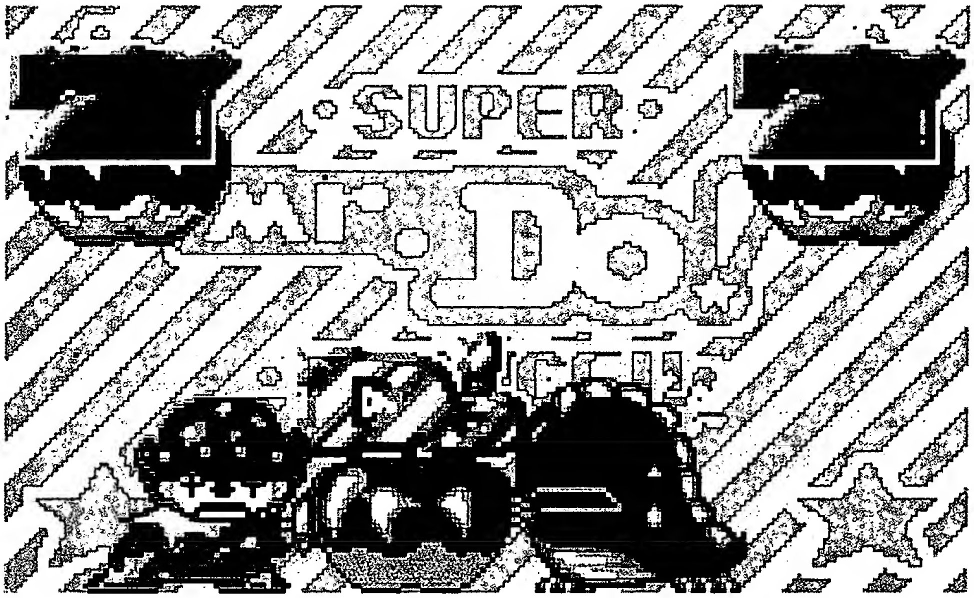


FIG. 178

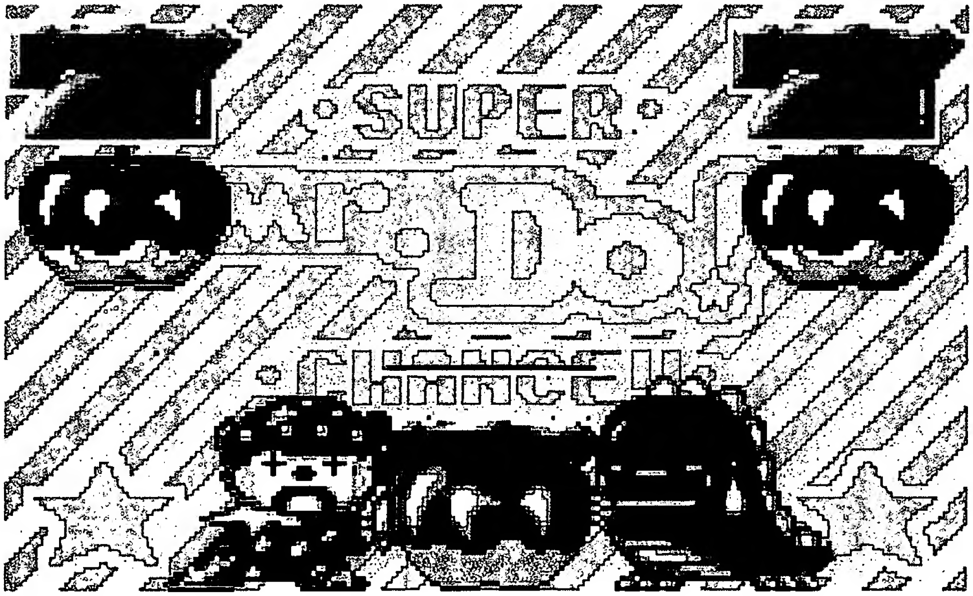


FIG. 179

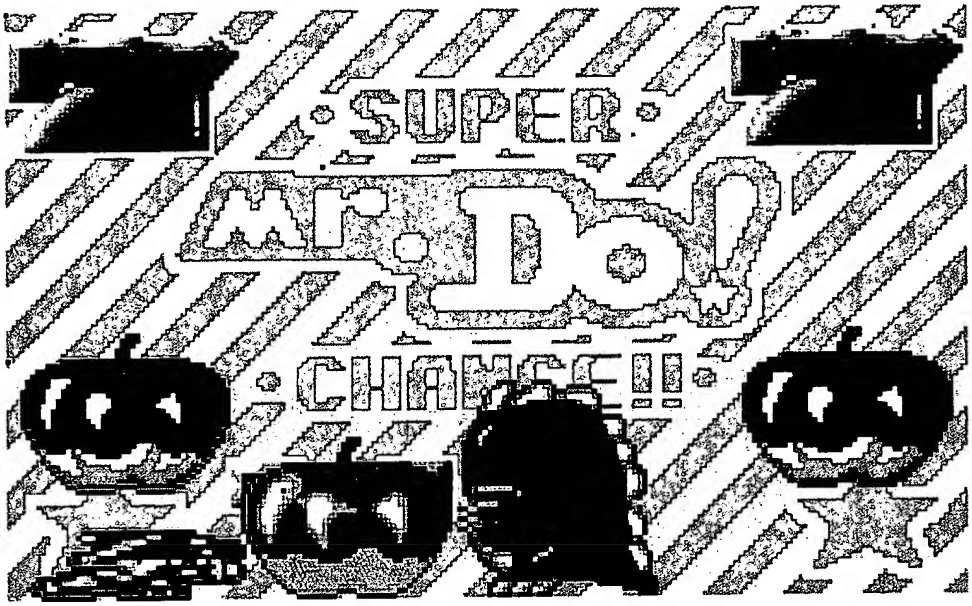


FIG. 180

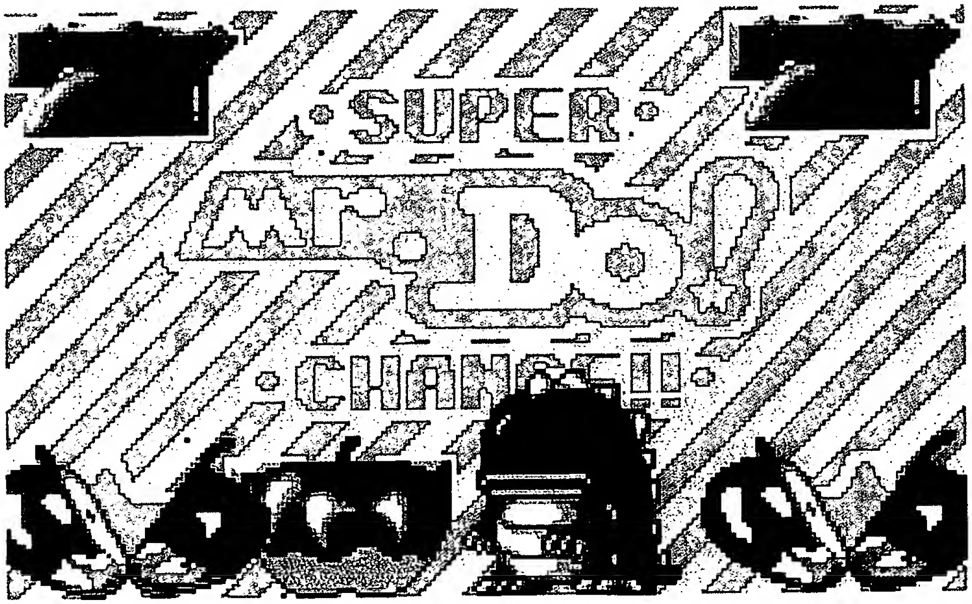


FIG. 181

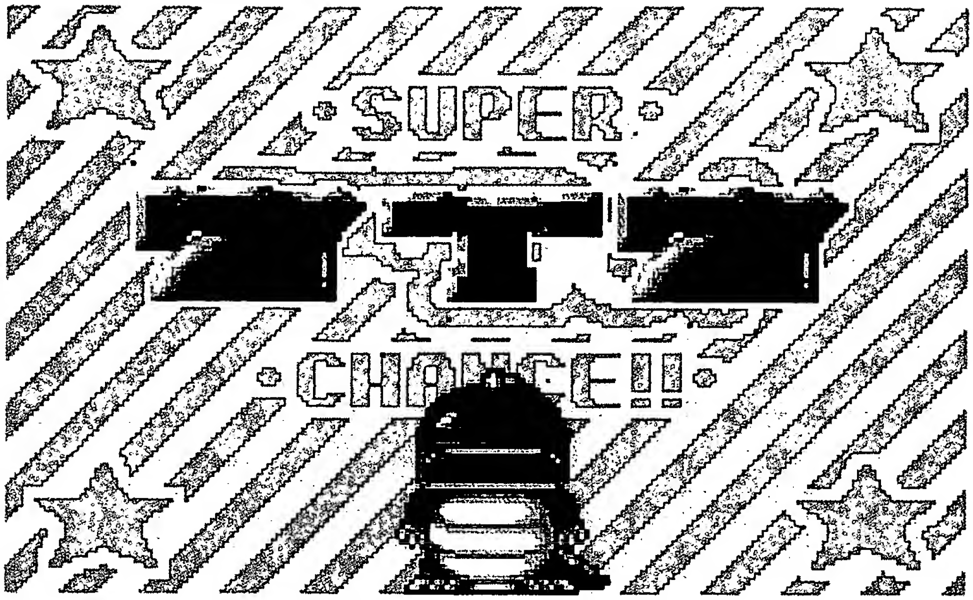


FIG. 182

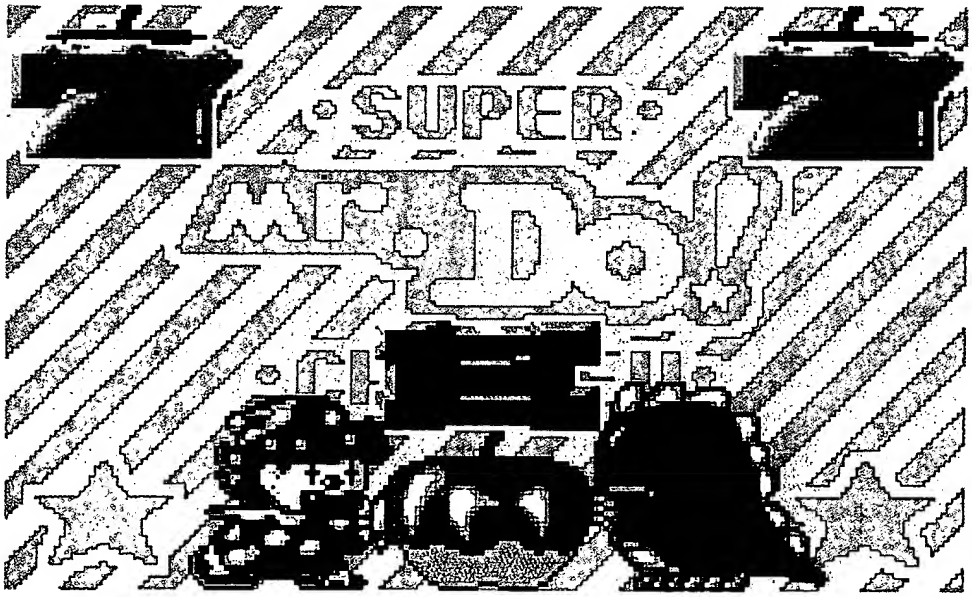


FIG. 183

FIG. 184

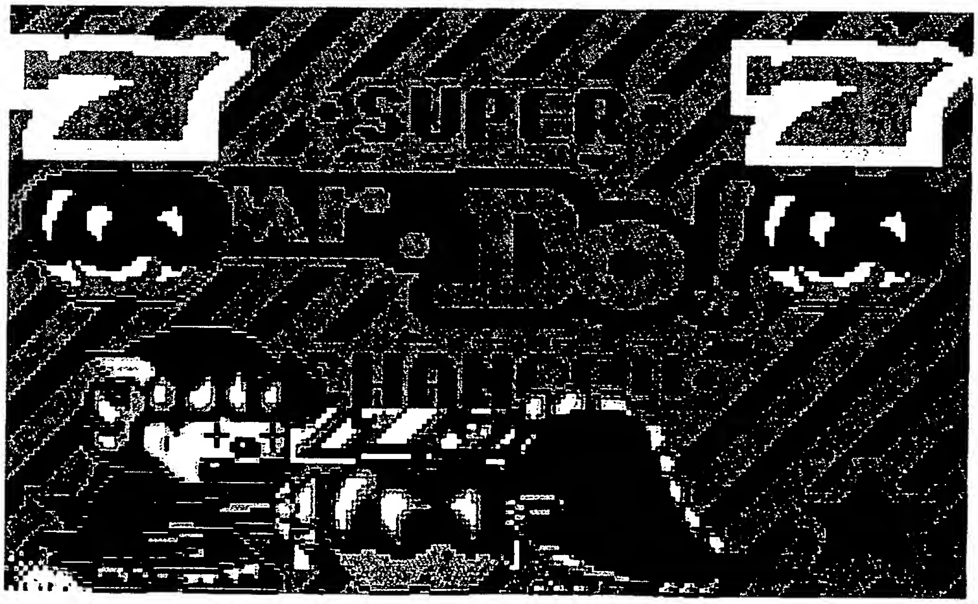


FIG. 185

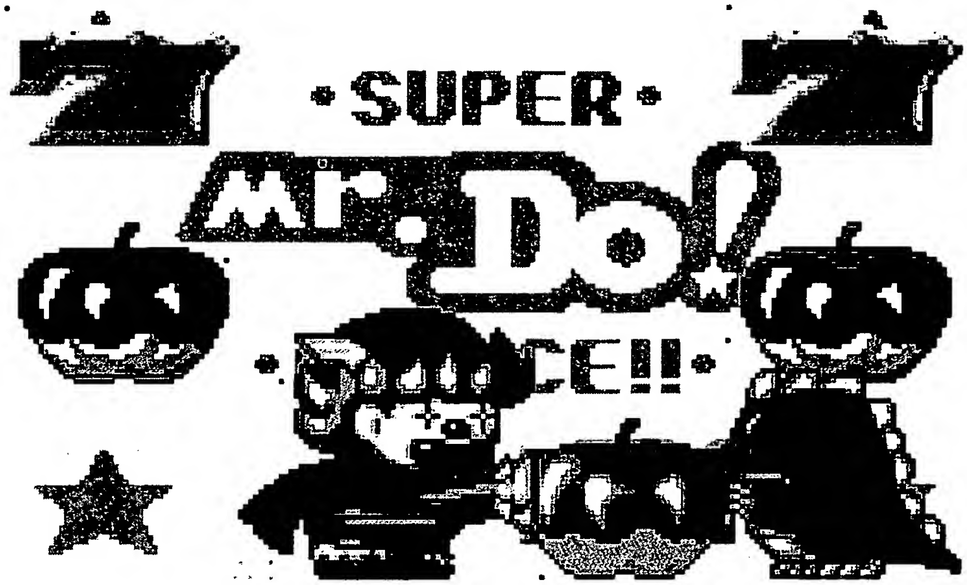


FIG. 186

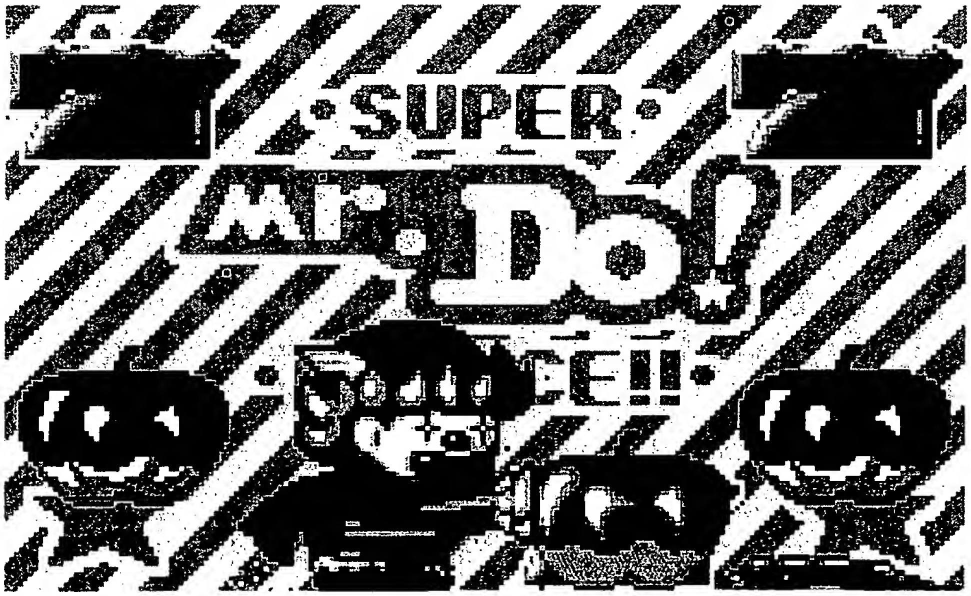


FIG. 187

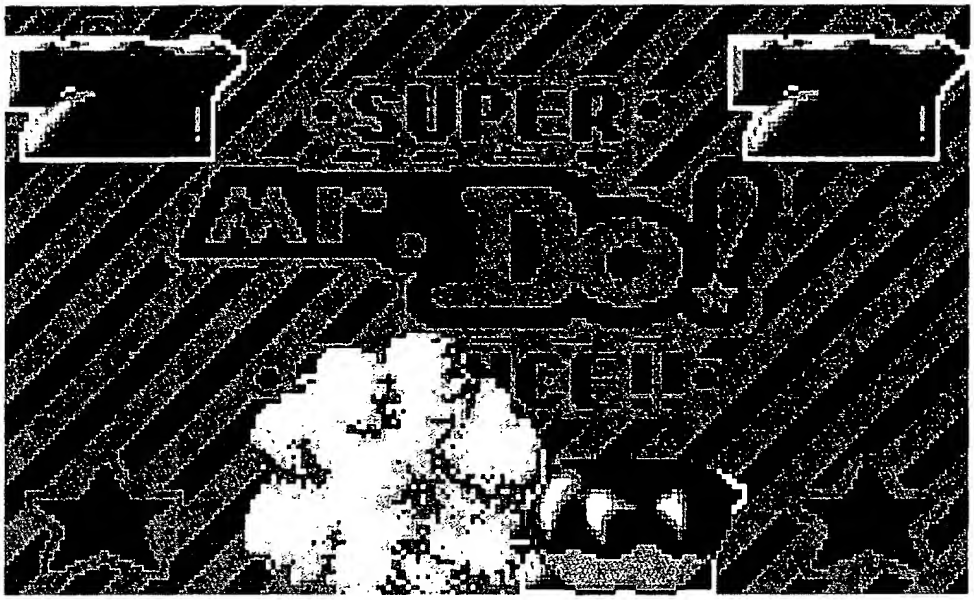


FIG. 188

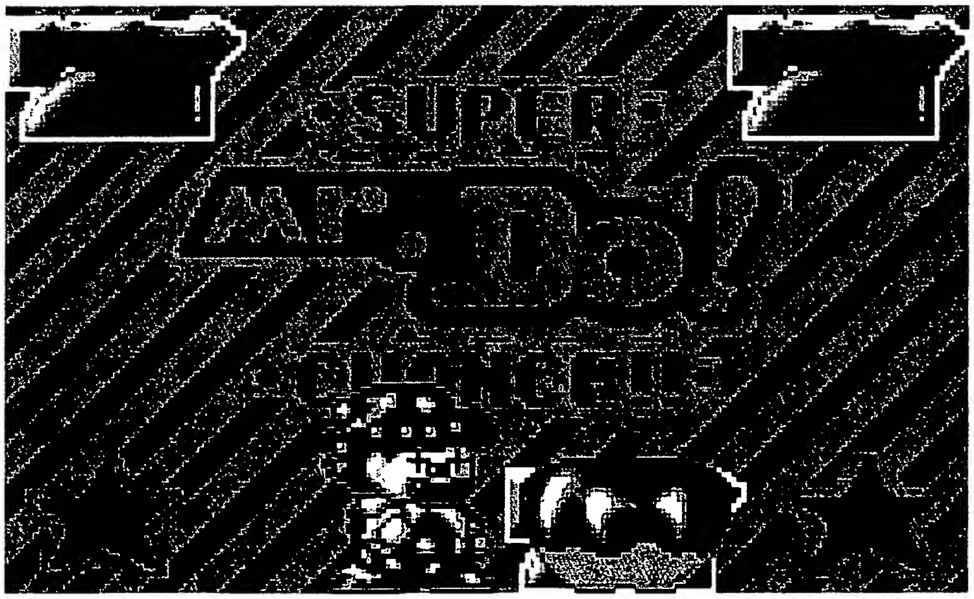


FIG. 189

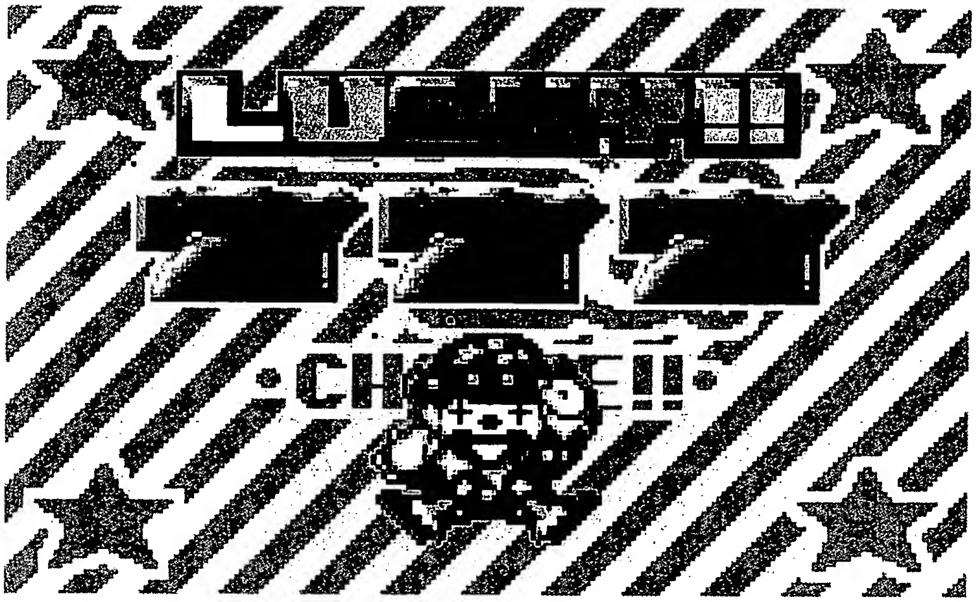


FIG. 190

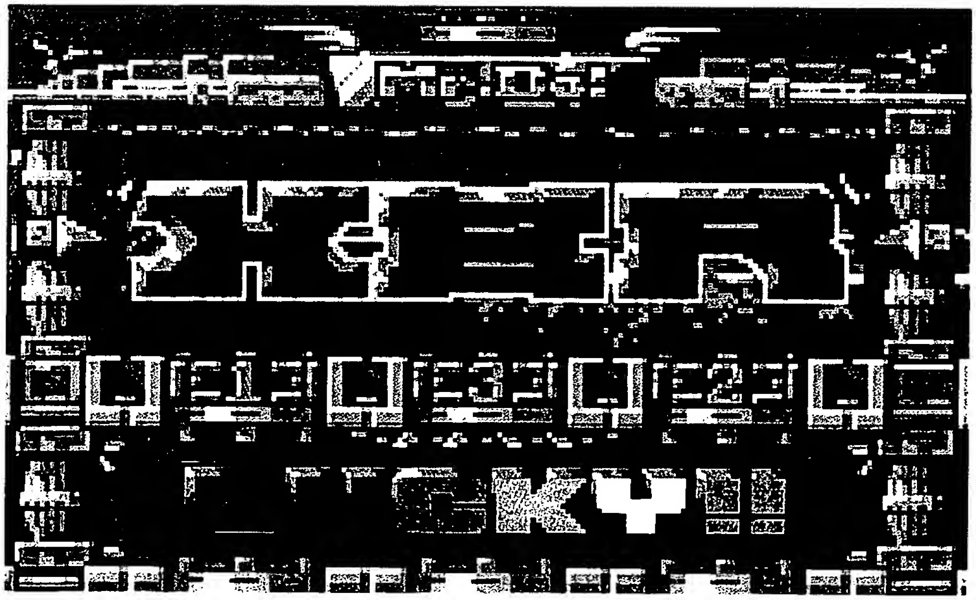


FIG. 191

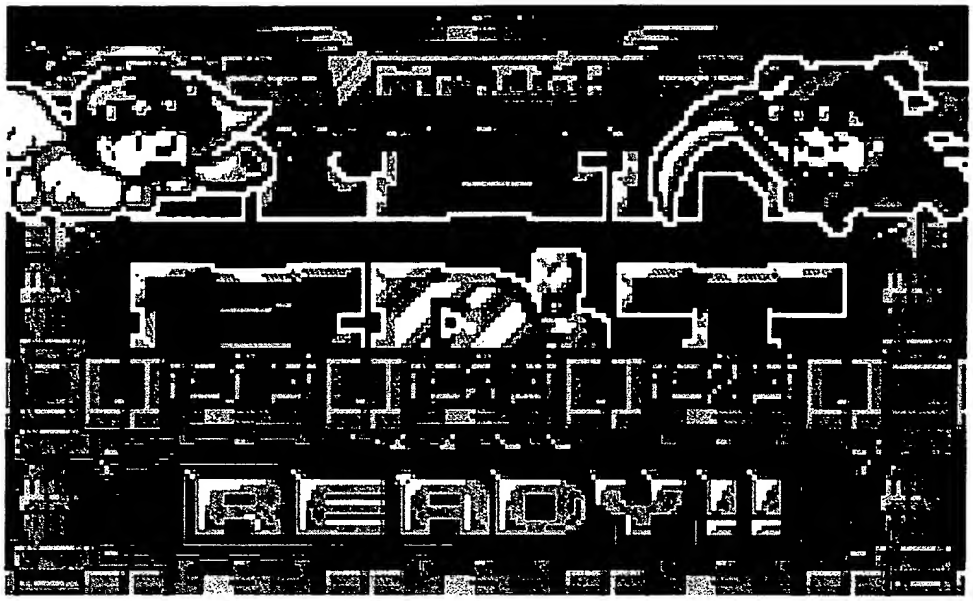


FIG. 192

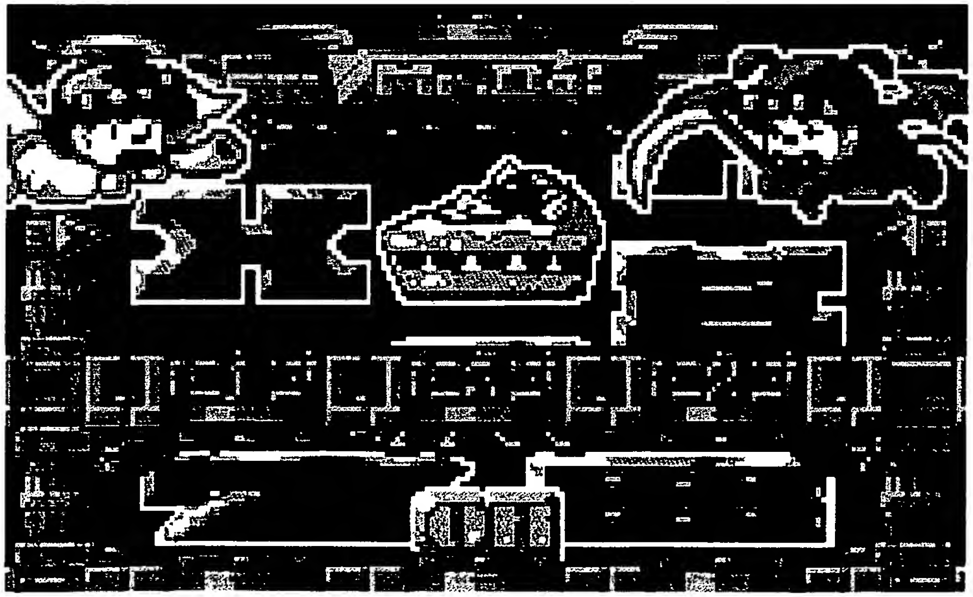


FIG. 193

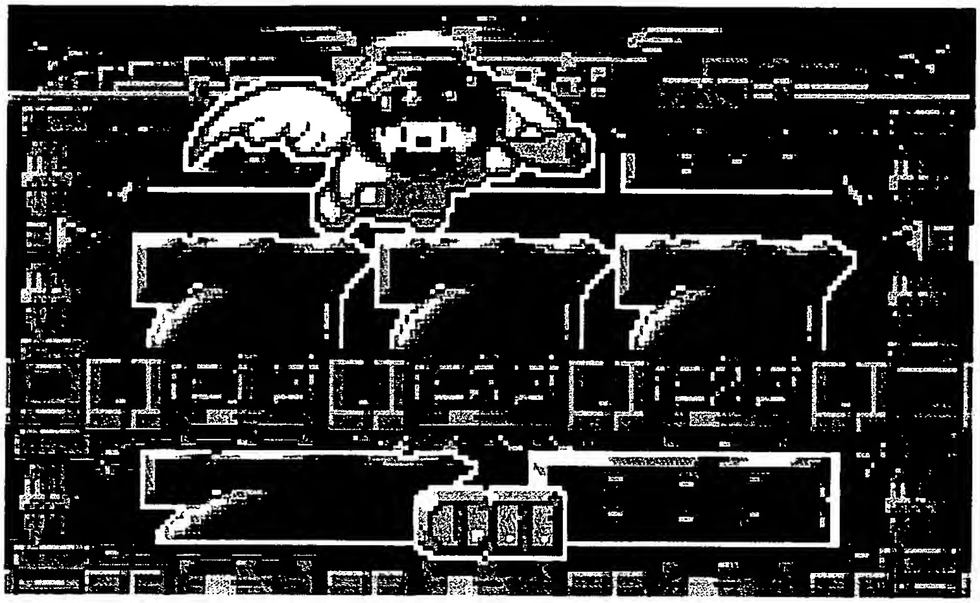
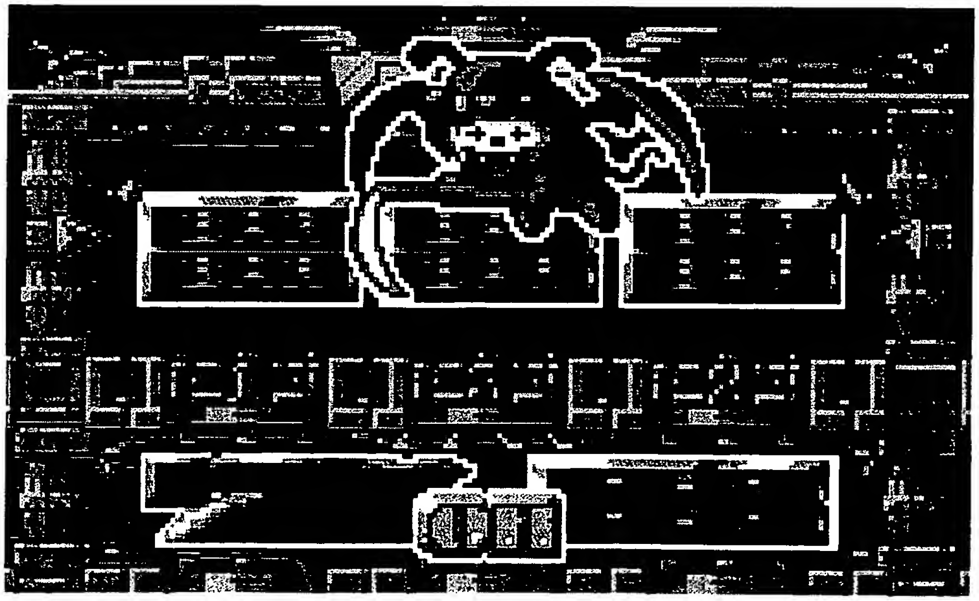


FIG. 194



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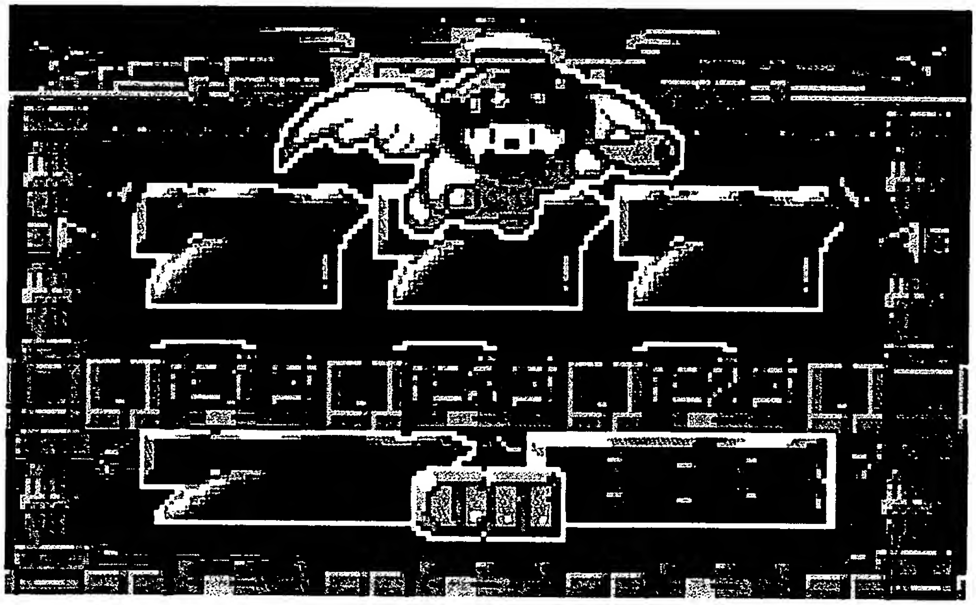


F I G. 196

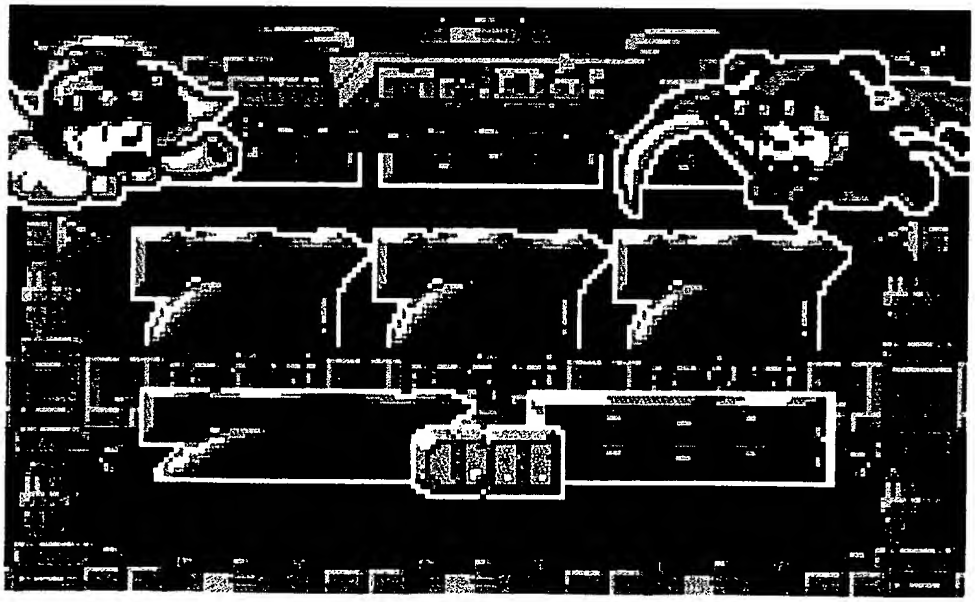


FIG. 197

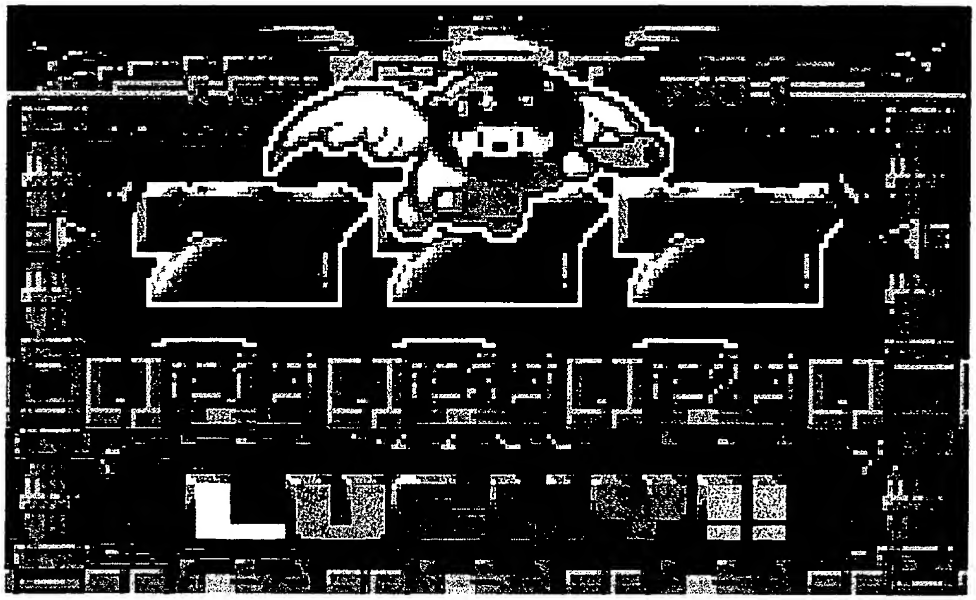


FIG. 198

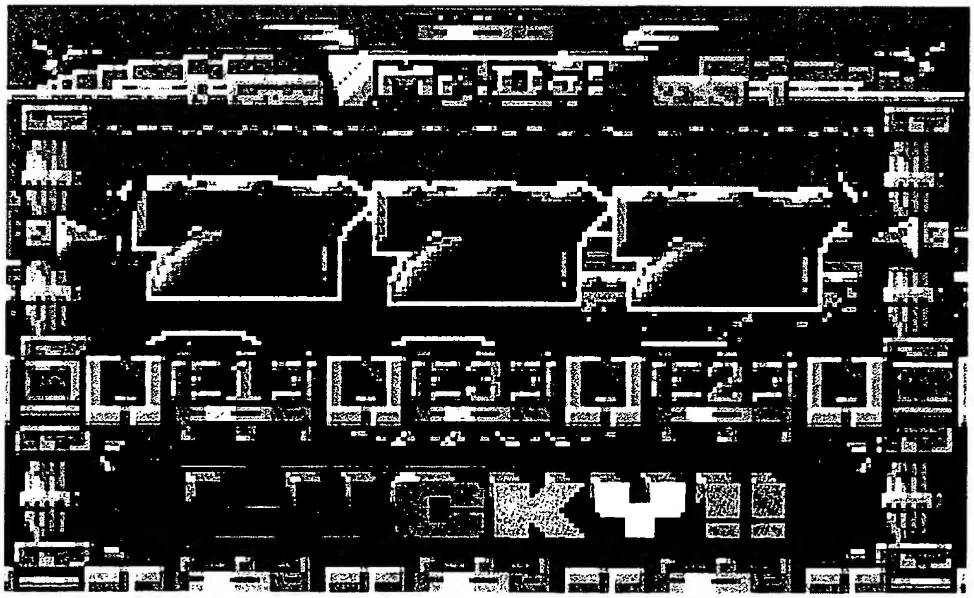


FIG. 199

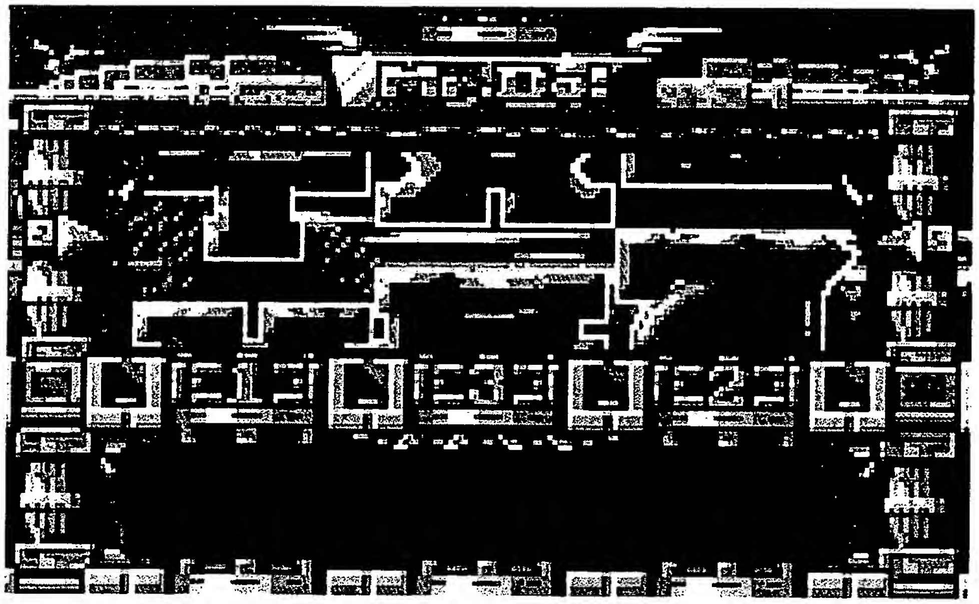


FIG. 200

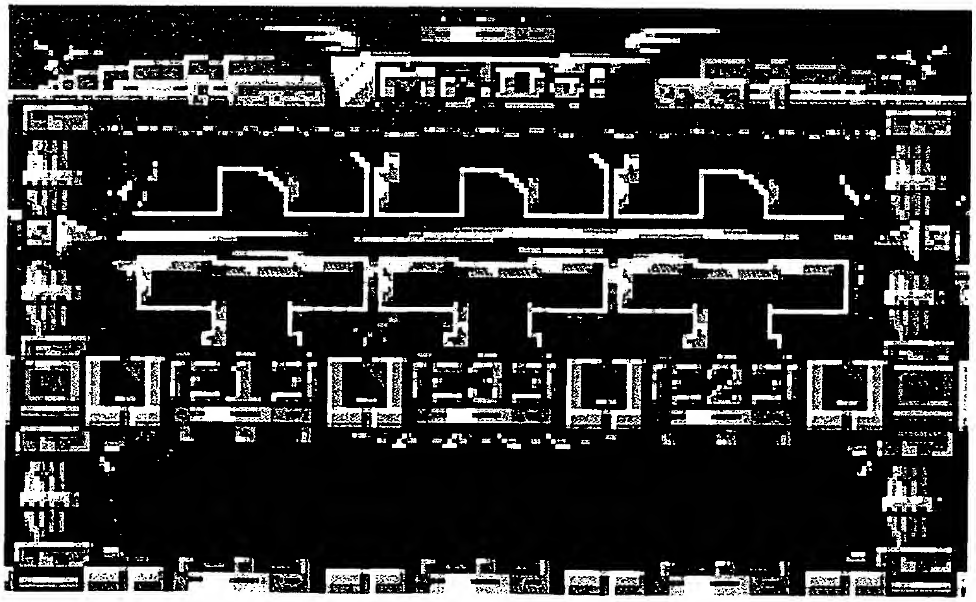


FIG. 201

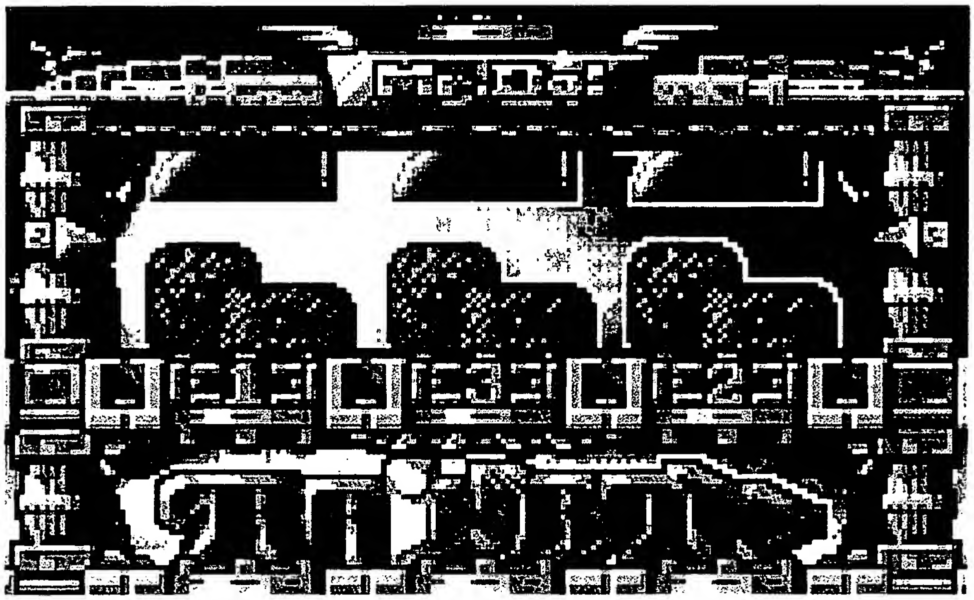


FIG. 202

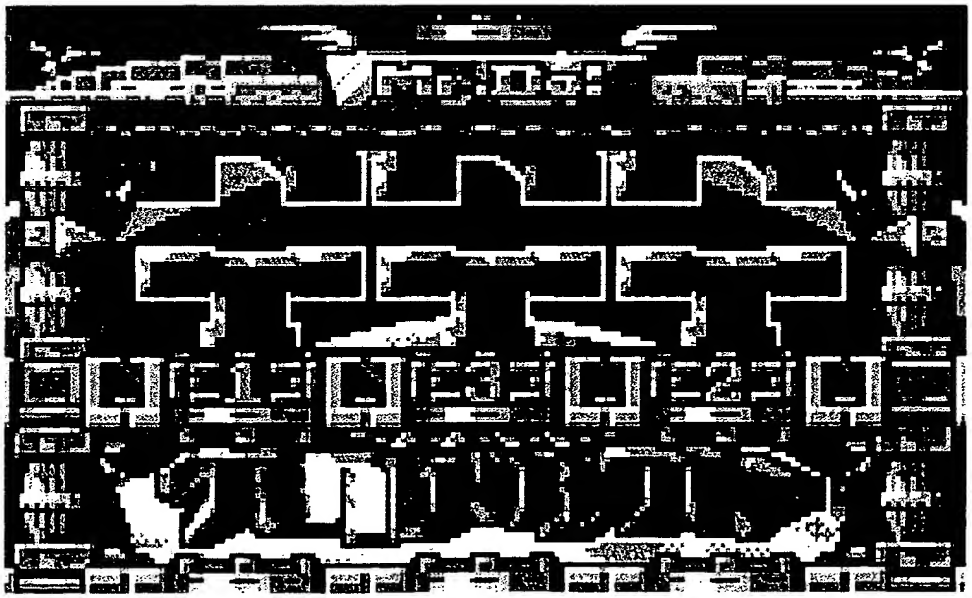


FIG. 203

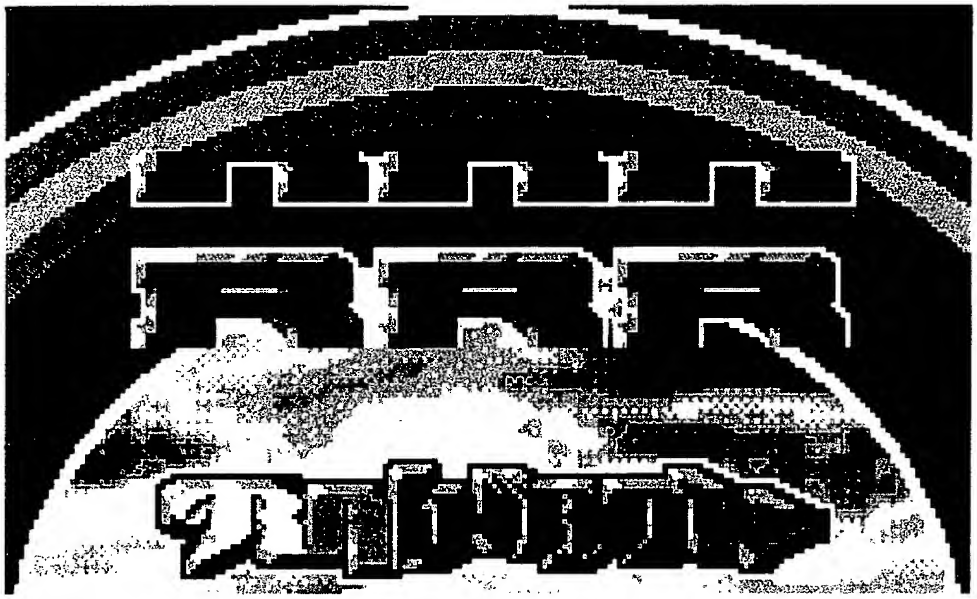


FIG. 204

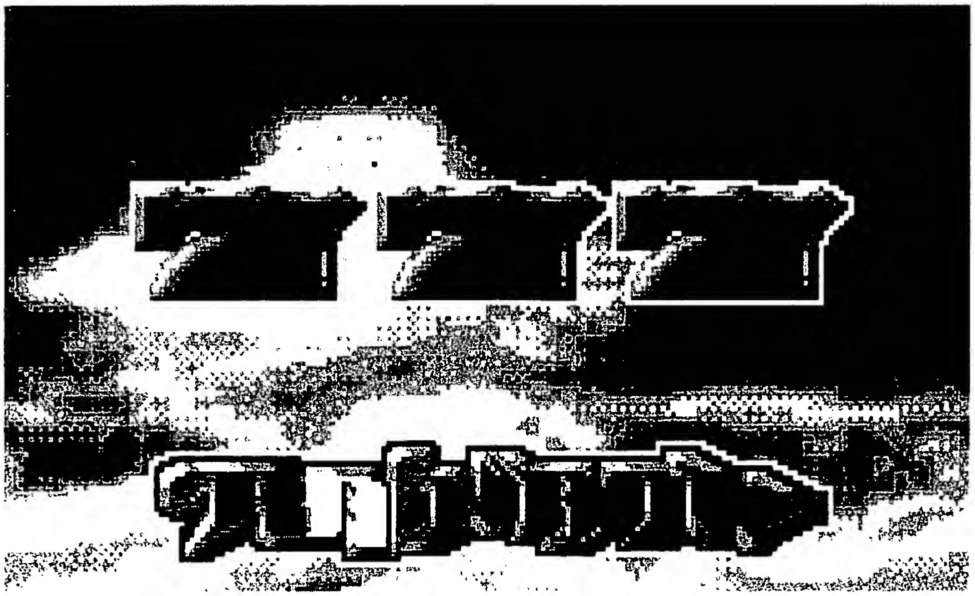


FIG. 205

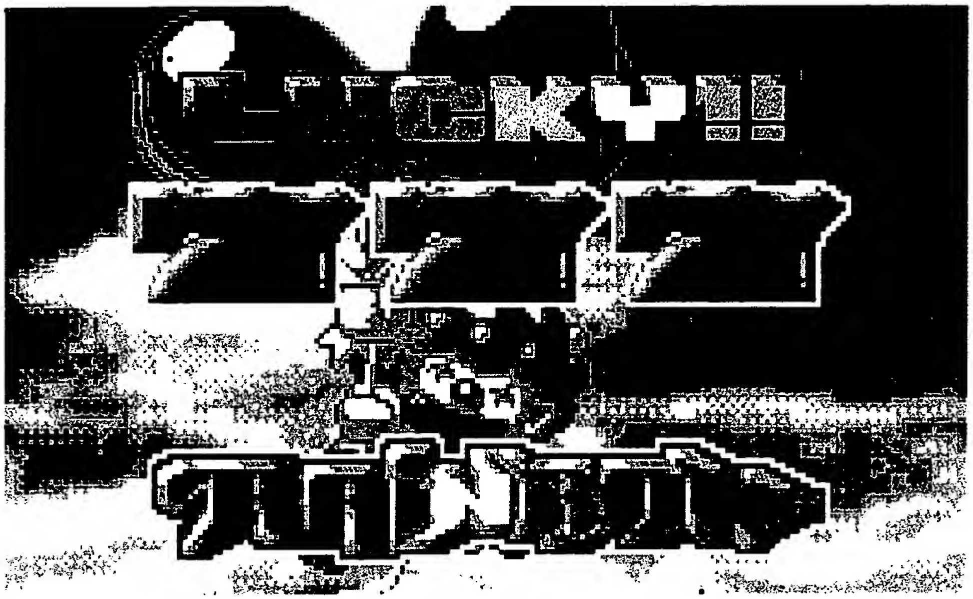


FIG. 206

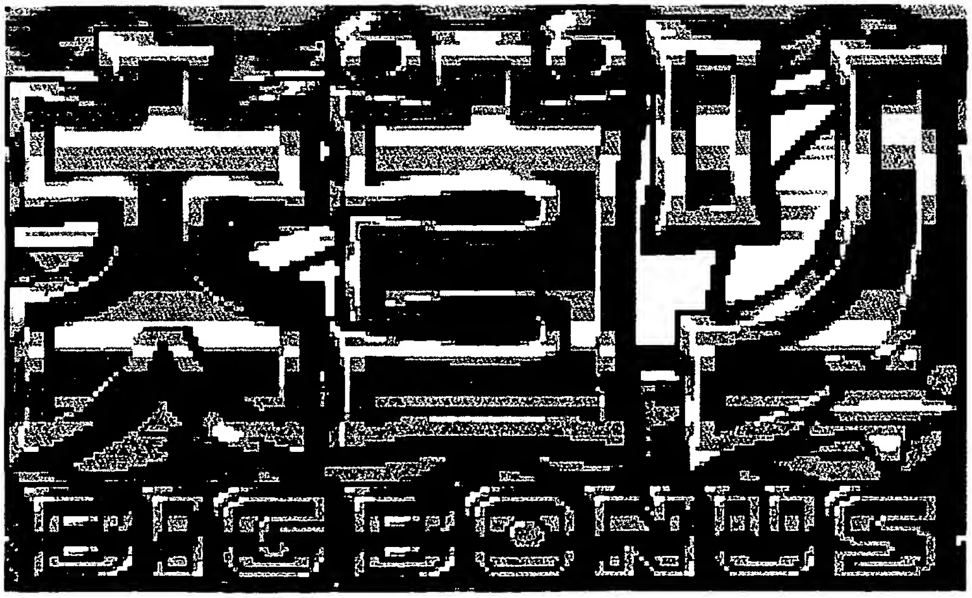


FIG. 207

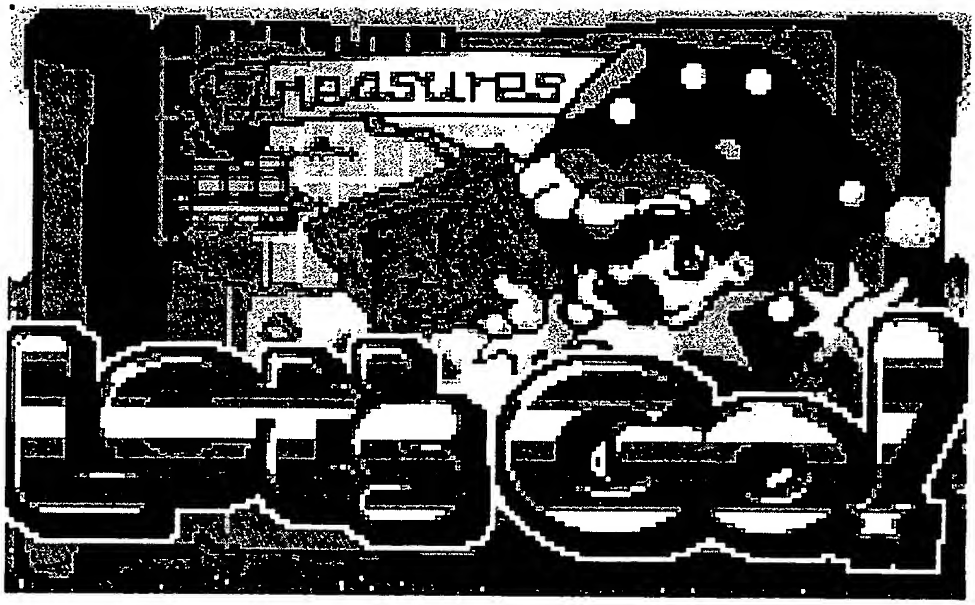


FIG. 208

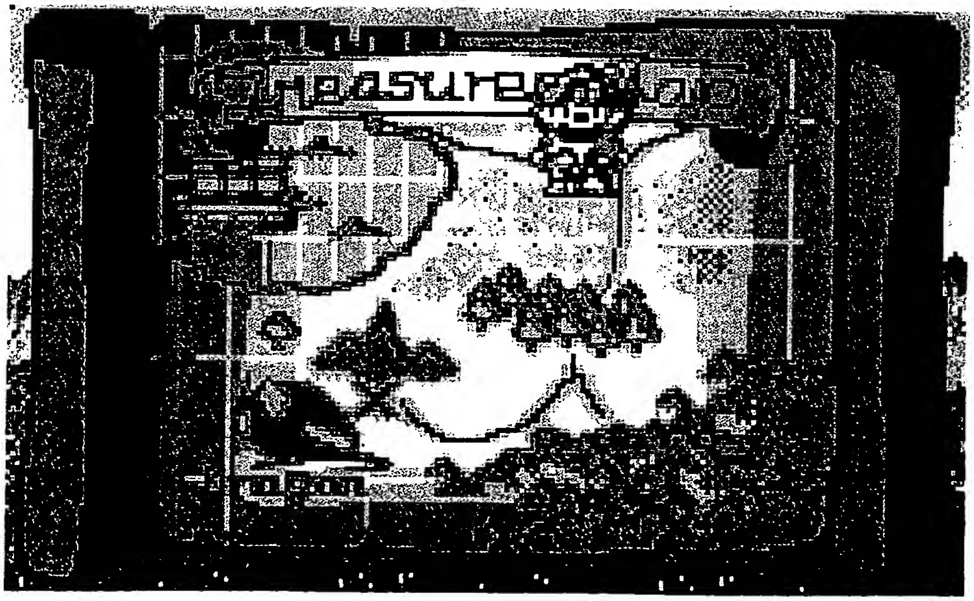


FIG. 209

FIG. 210

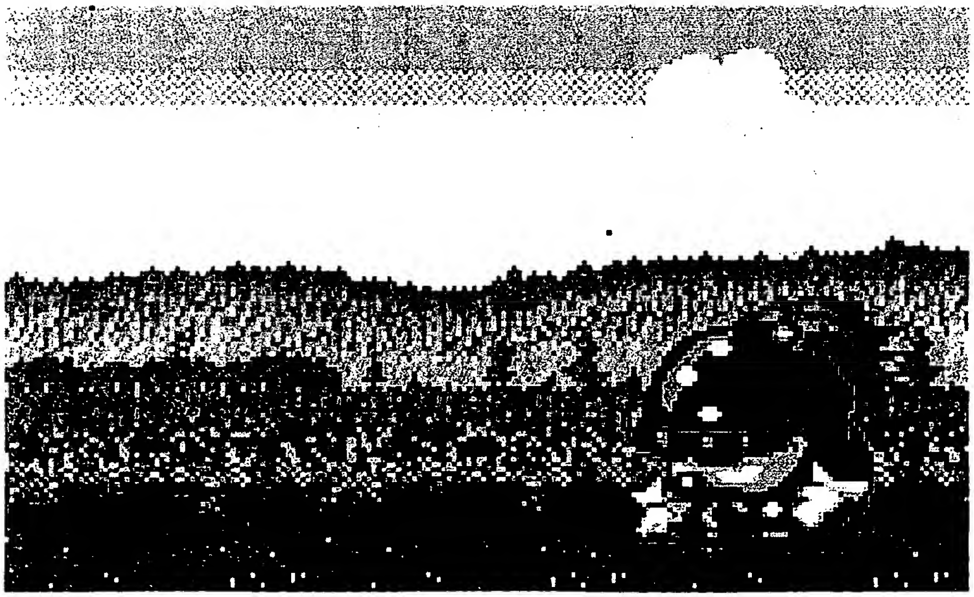


FIG. 211

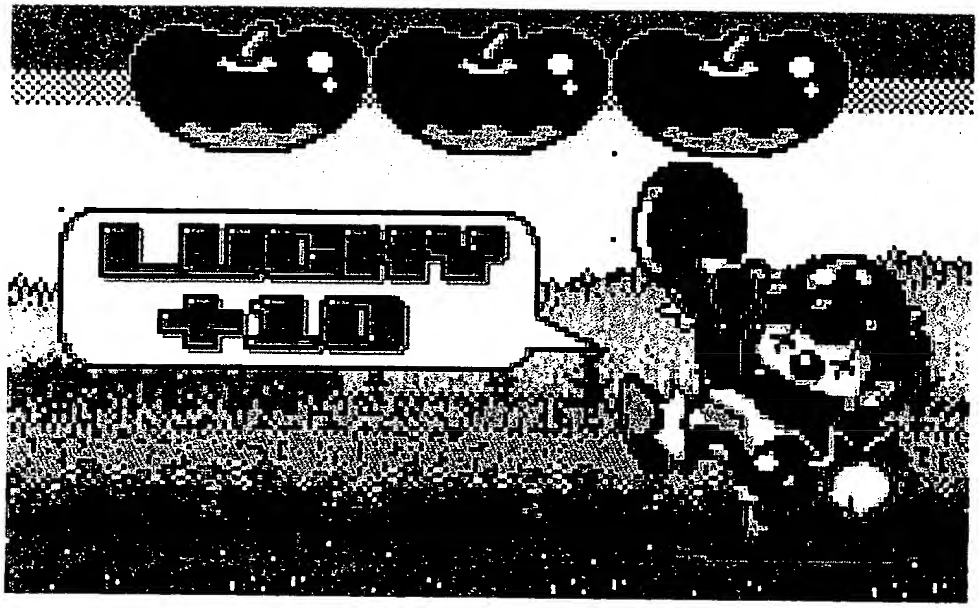


FIG. 212

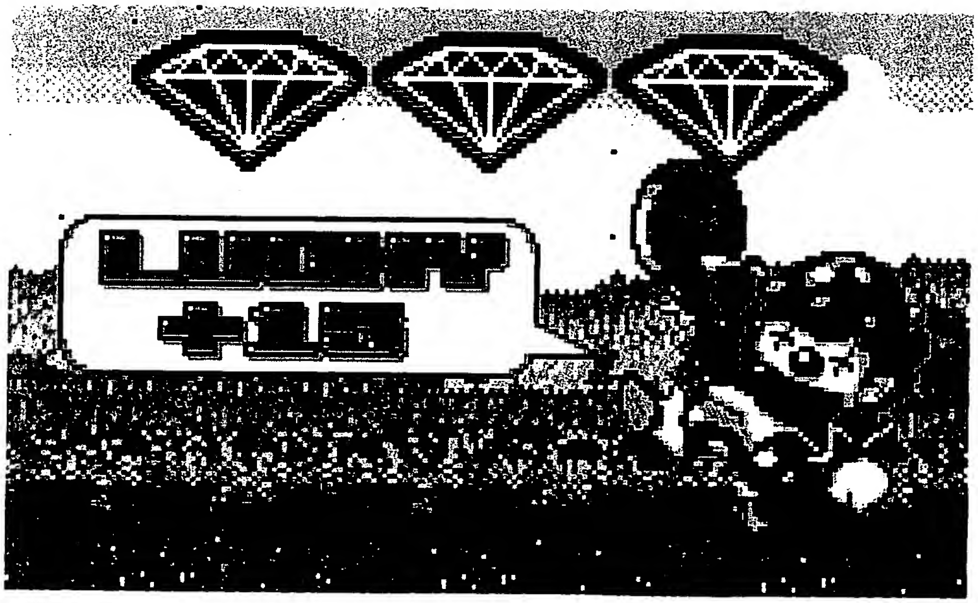


FIG. 213

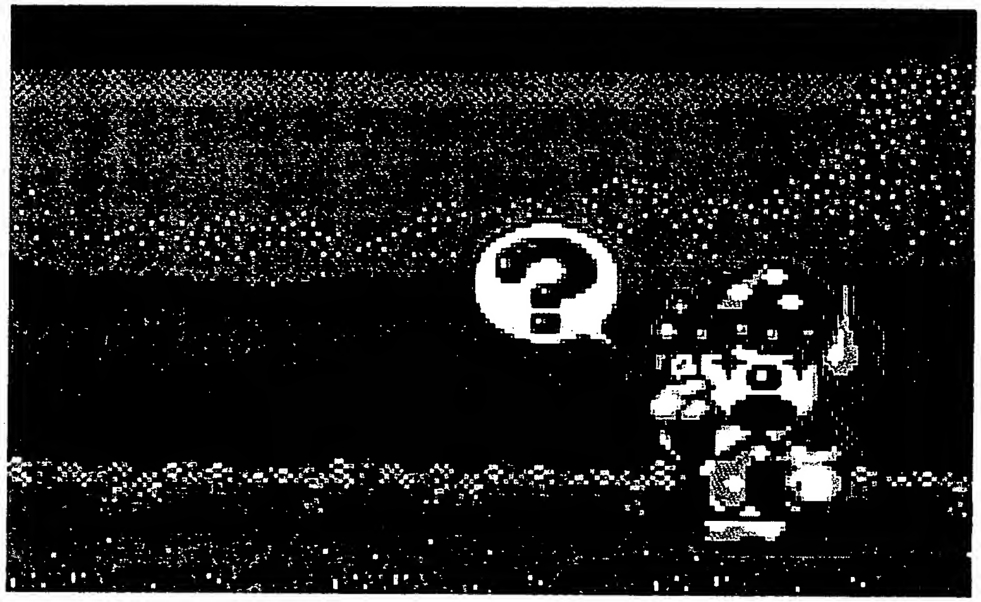


FIG. 214

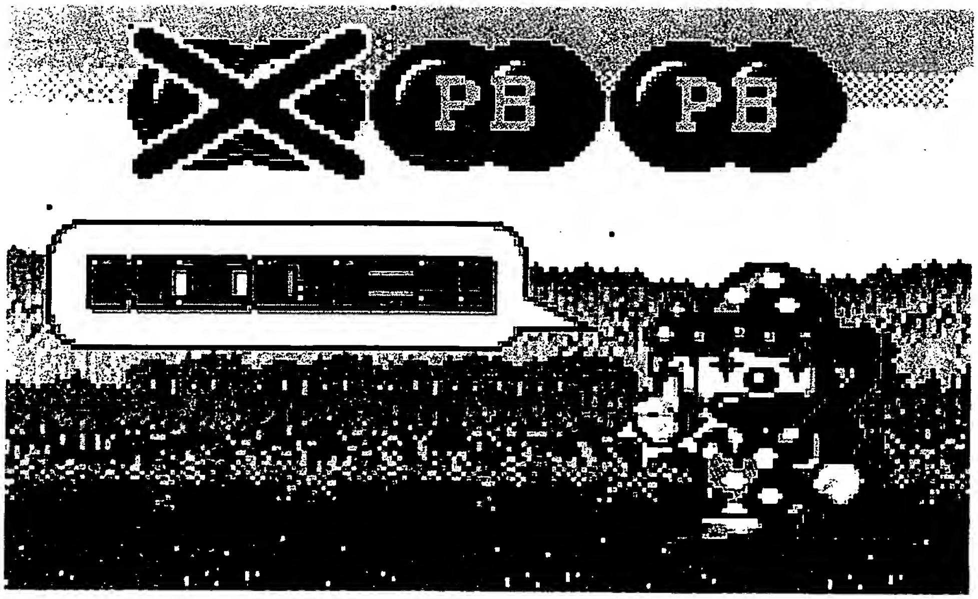


FIG. 215

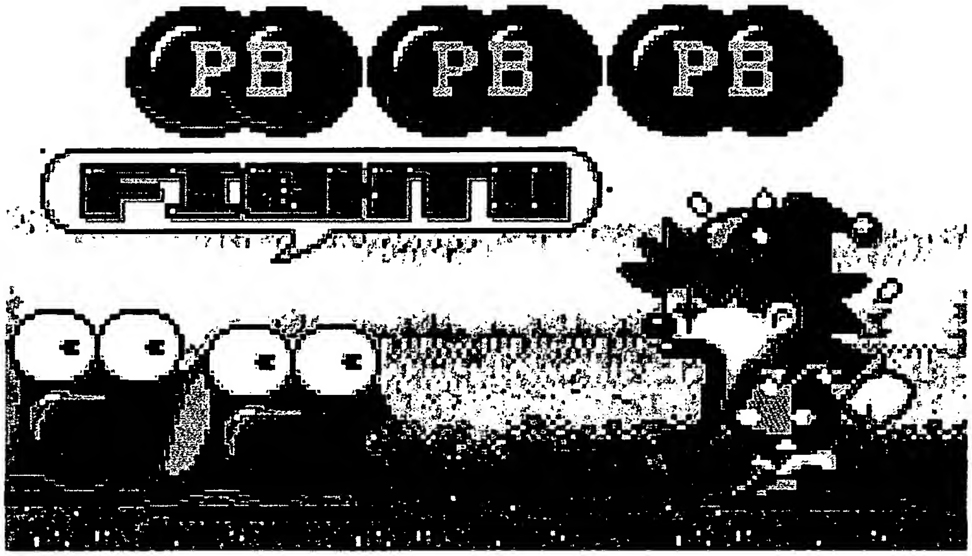


FIG. 216

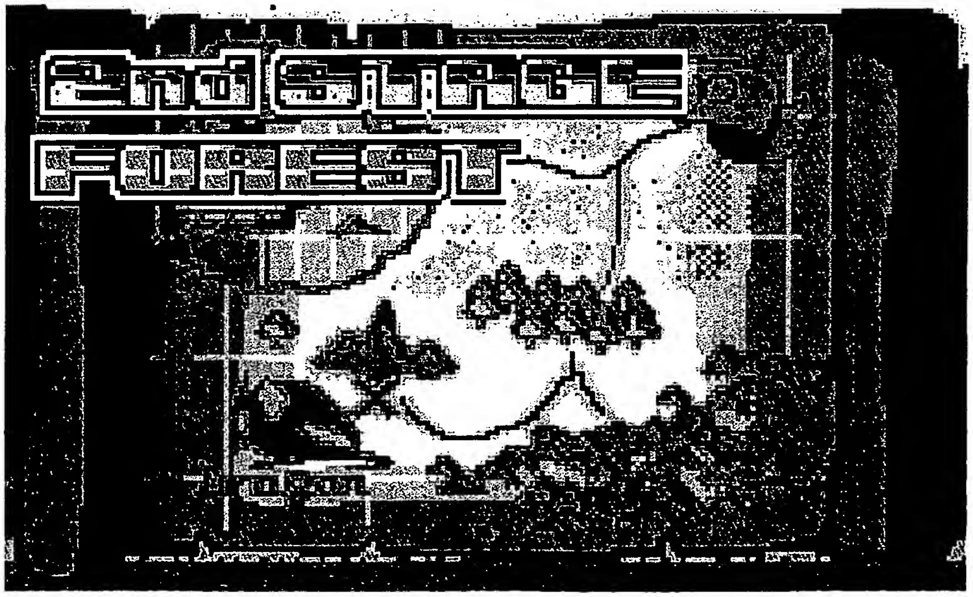


FIG. 217

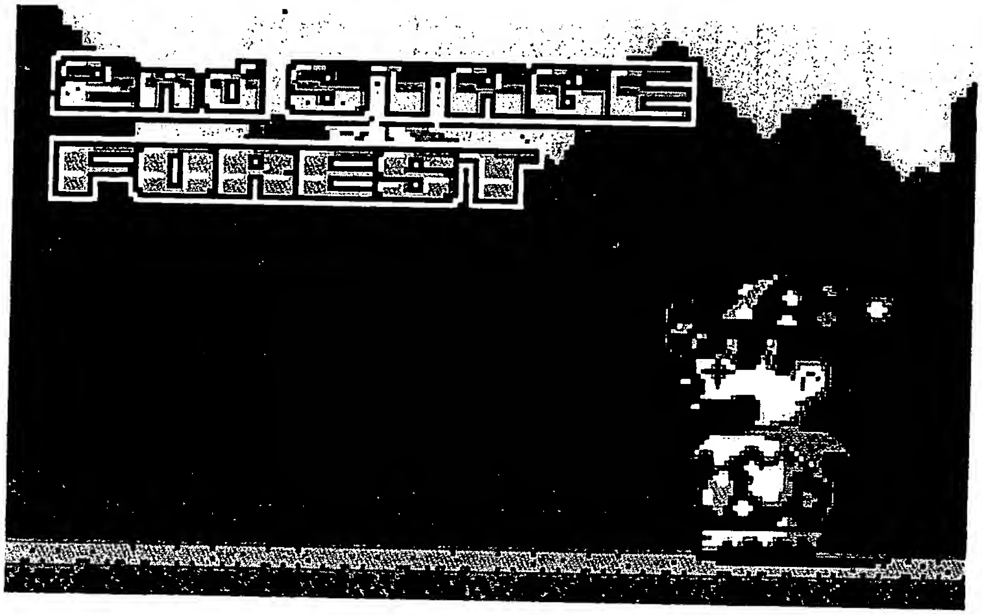


FIG. 218

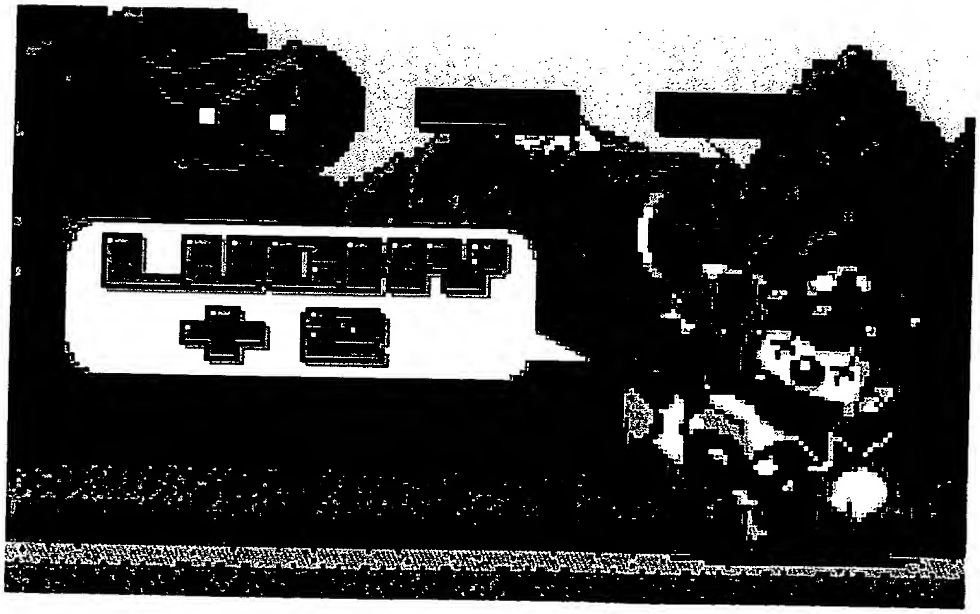


FIG. 219

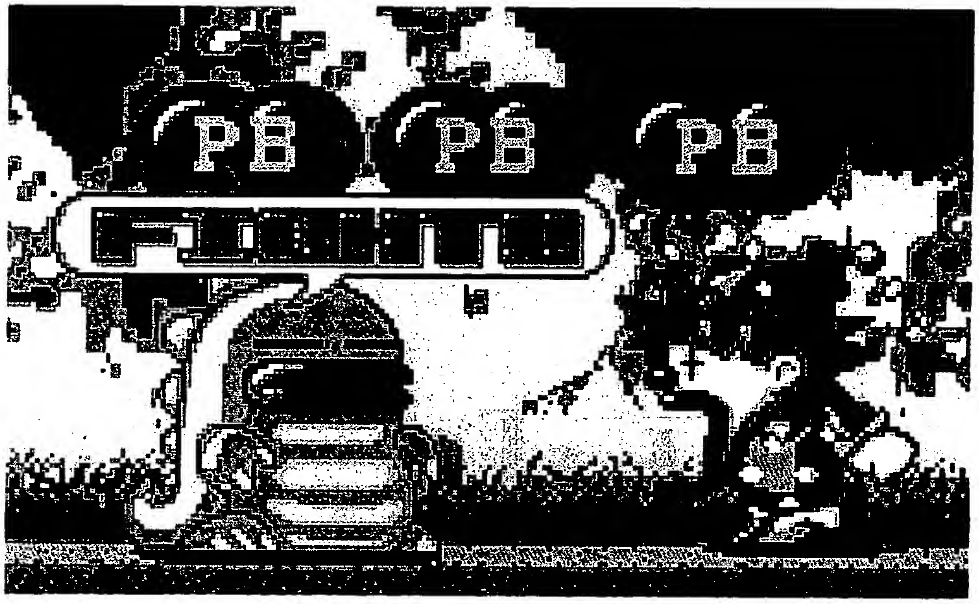


FIG. 220

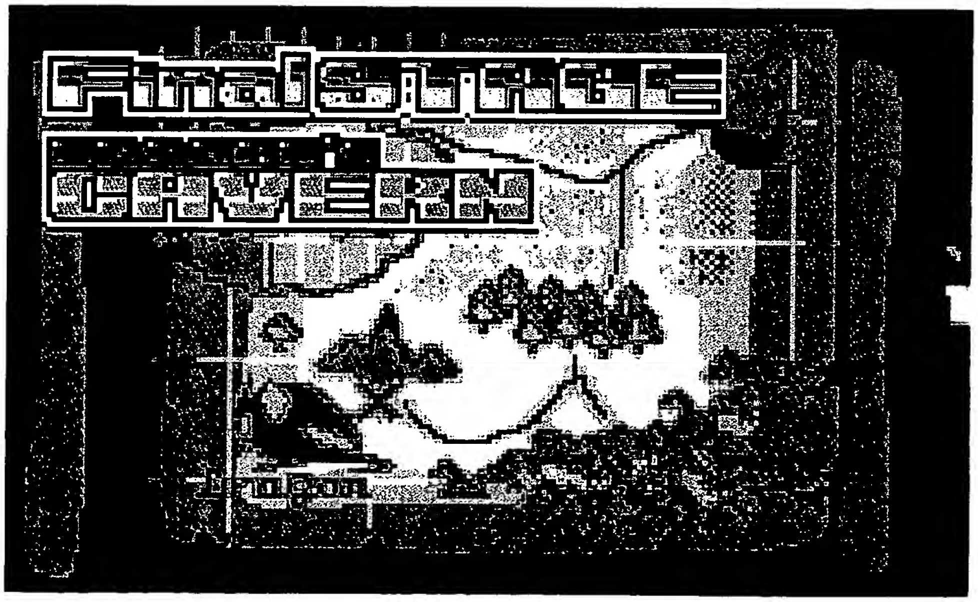


FIG. 221

FIG. 222

FIG. 223

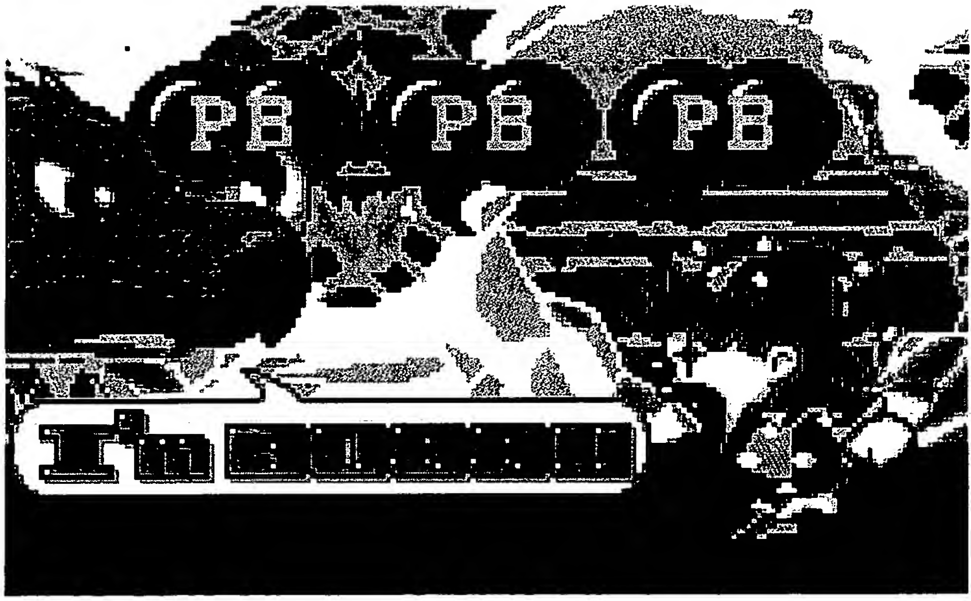


FIG. 224

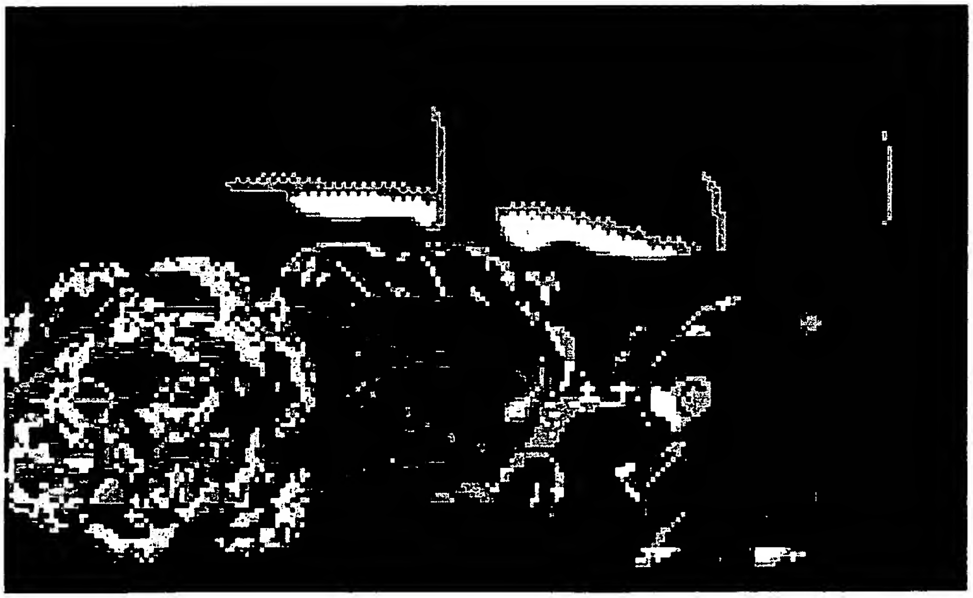


FIG. 225

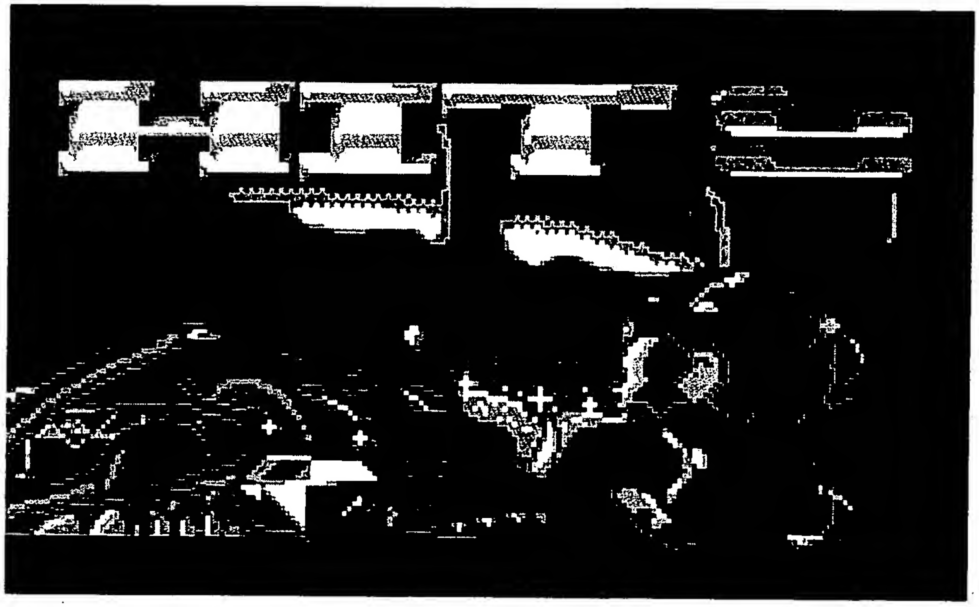


FIG. 226

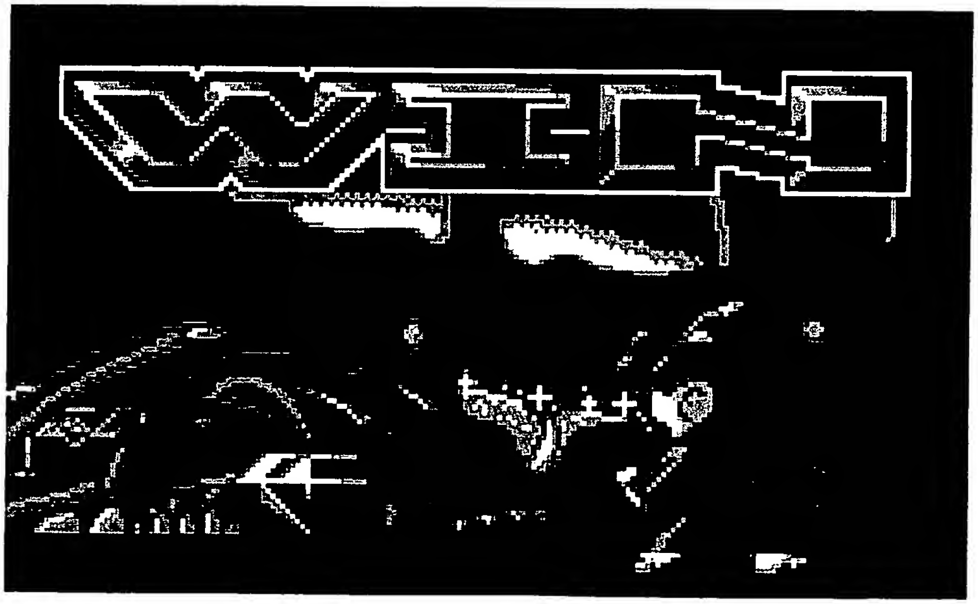


FIG. 227

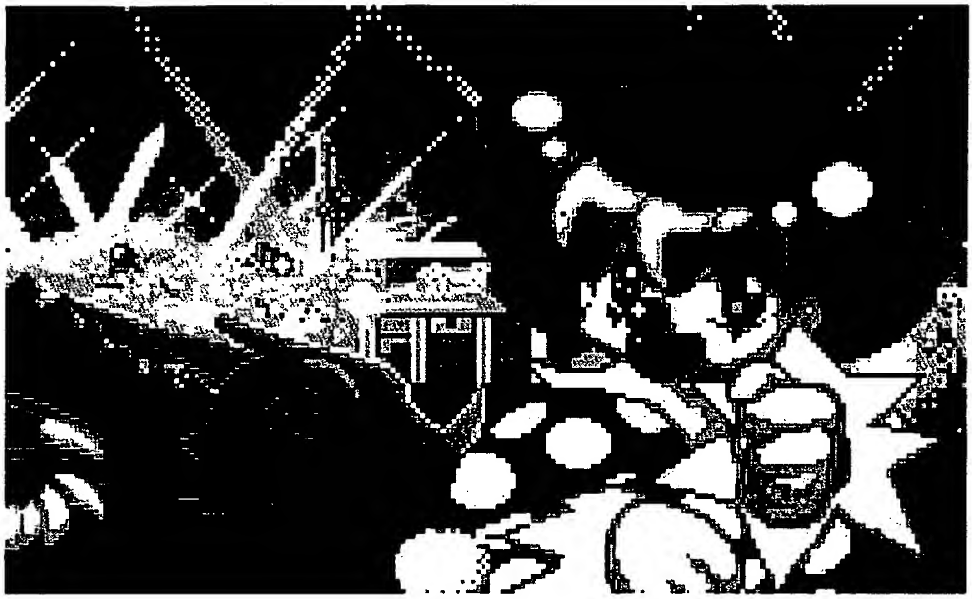


FIG. 228

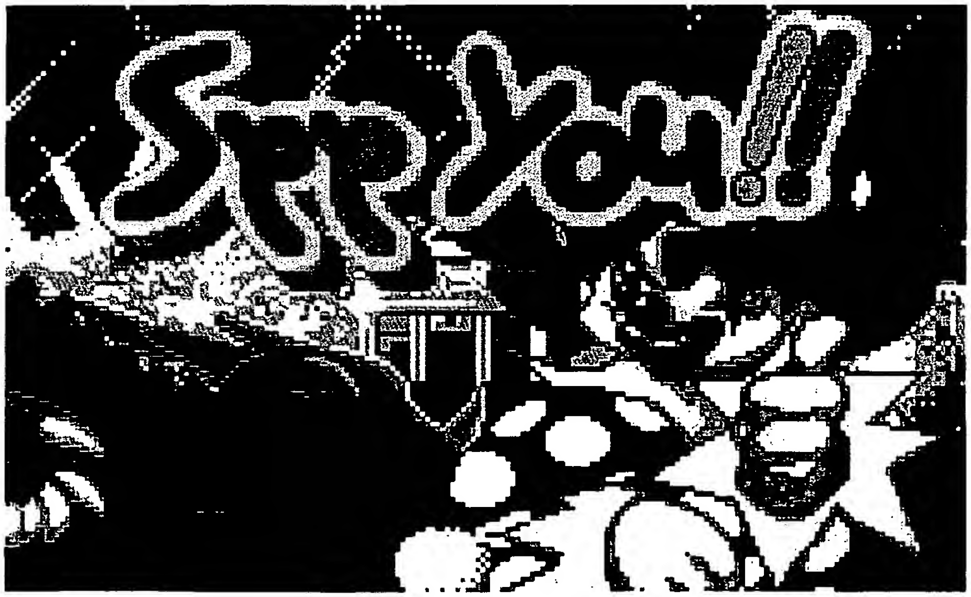


FIG. 229

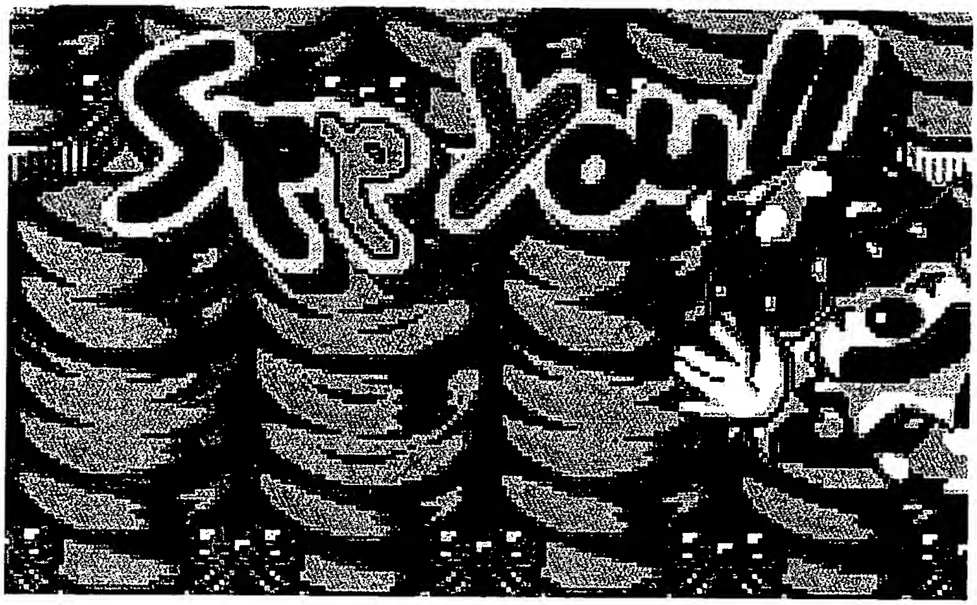


FIG. 230

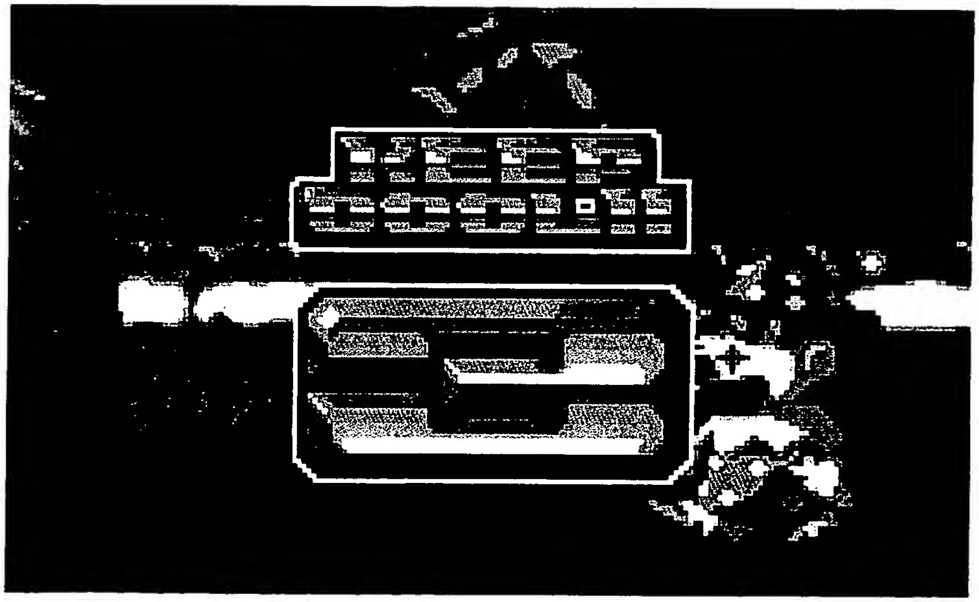


FIG. 231

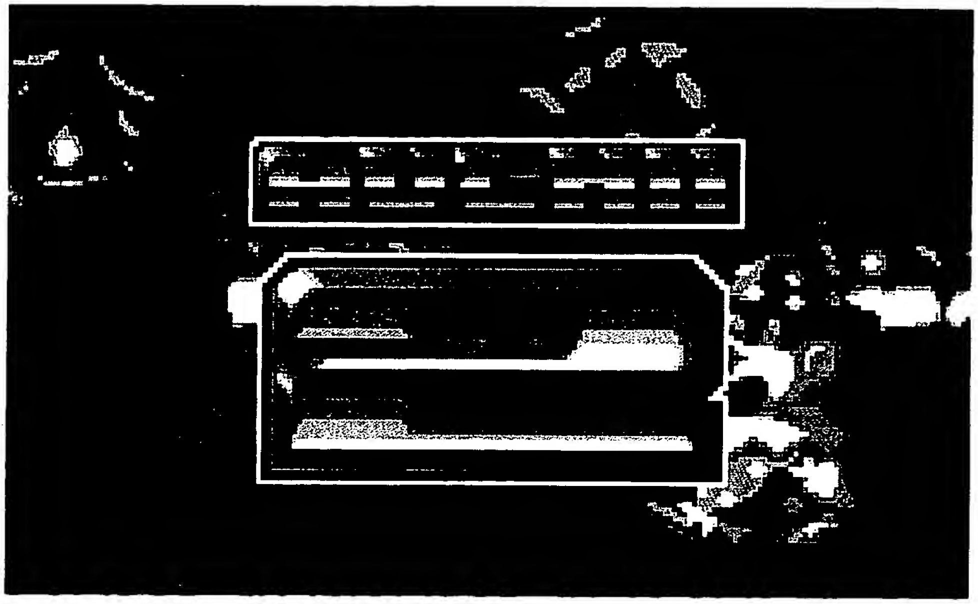


FIG. 232

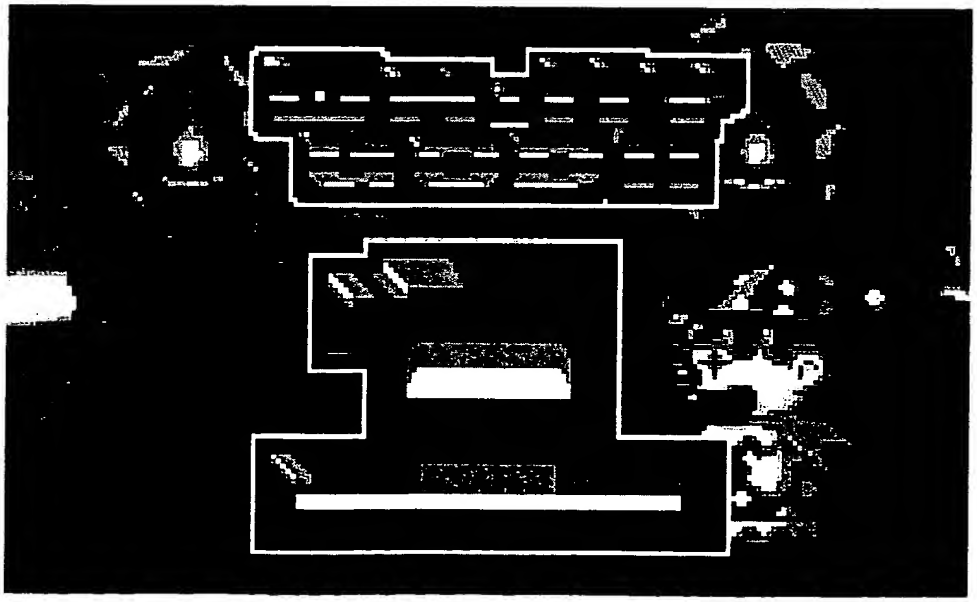


FIG. 233

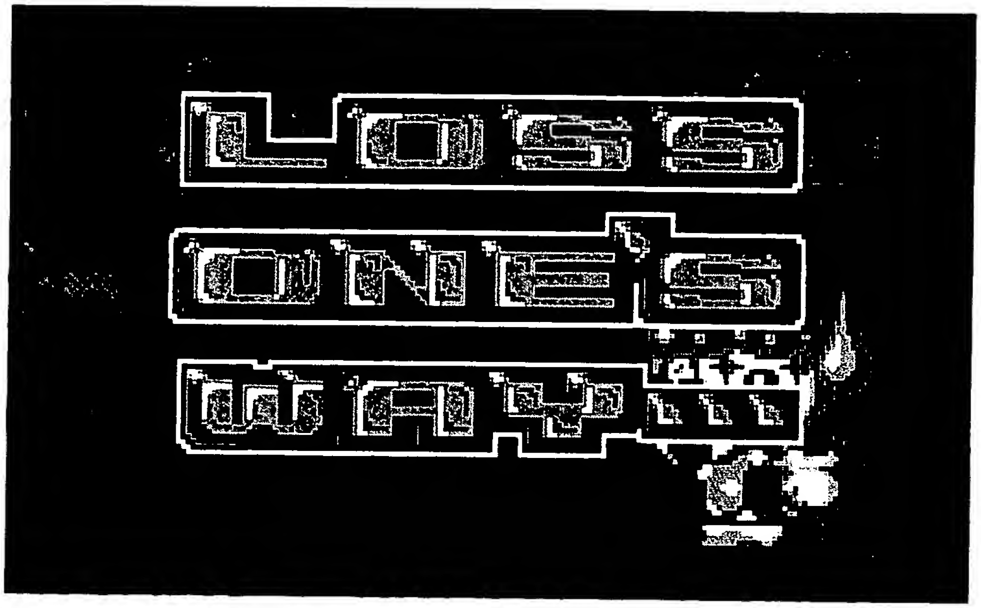
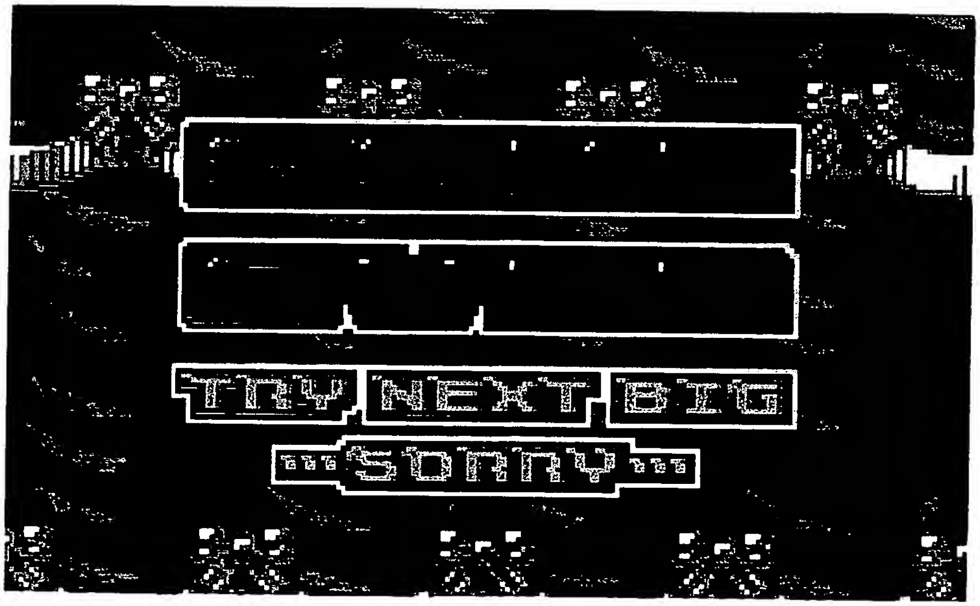
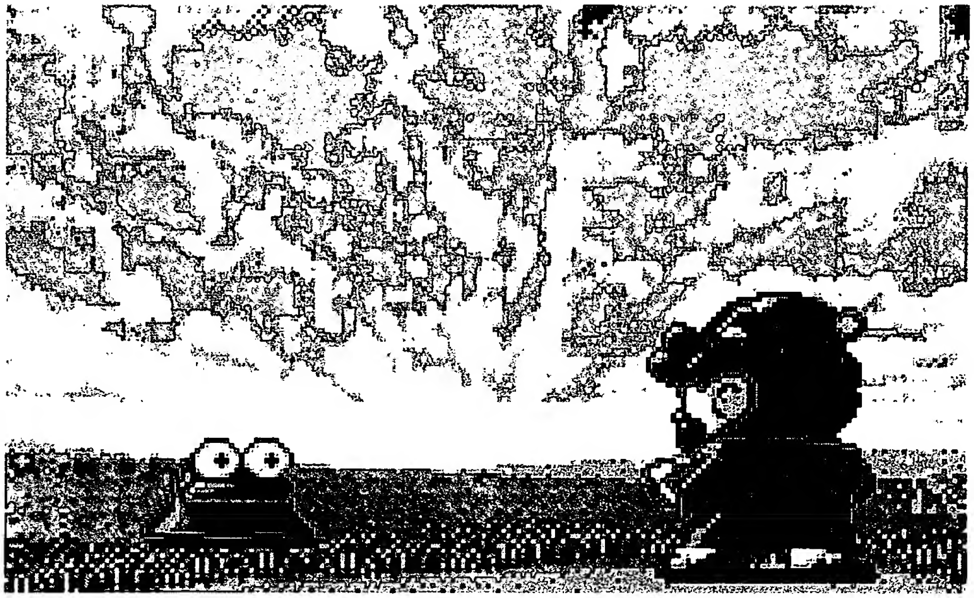


FIG. 234



F I G. 235



F I G. 236

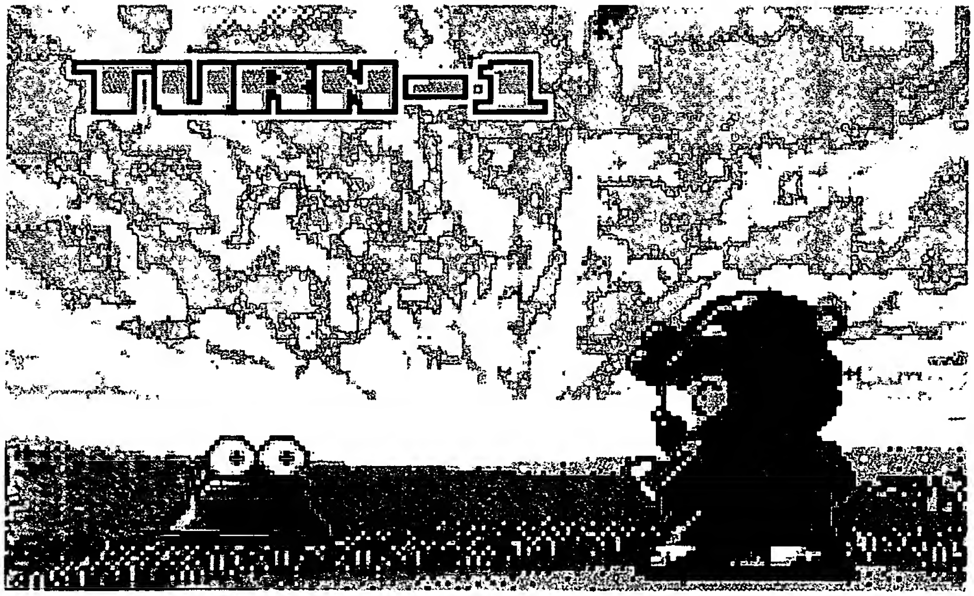


FIG. 237

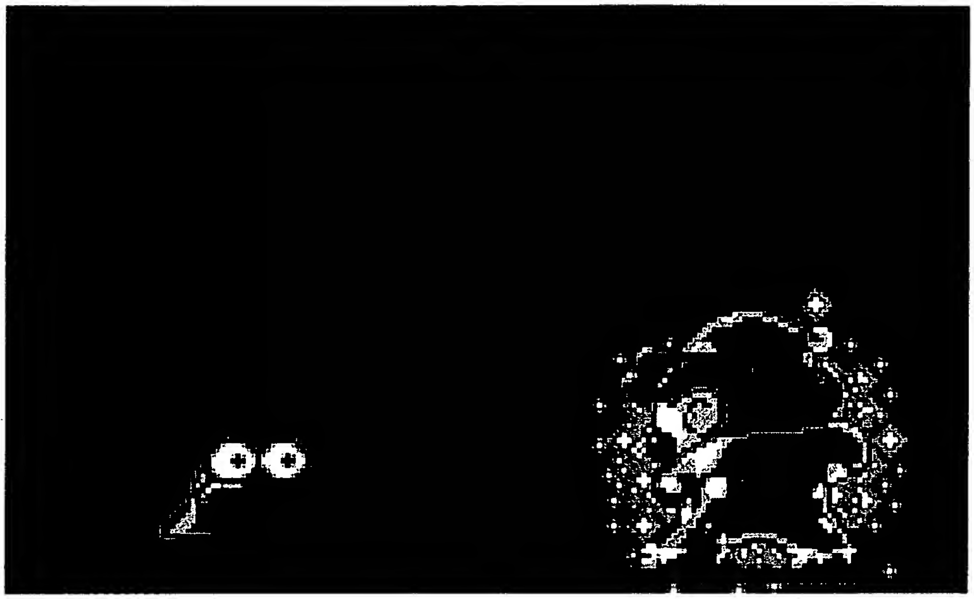


FIG. 238

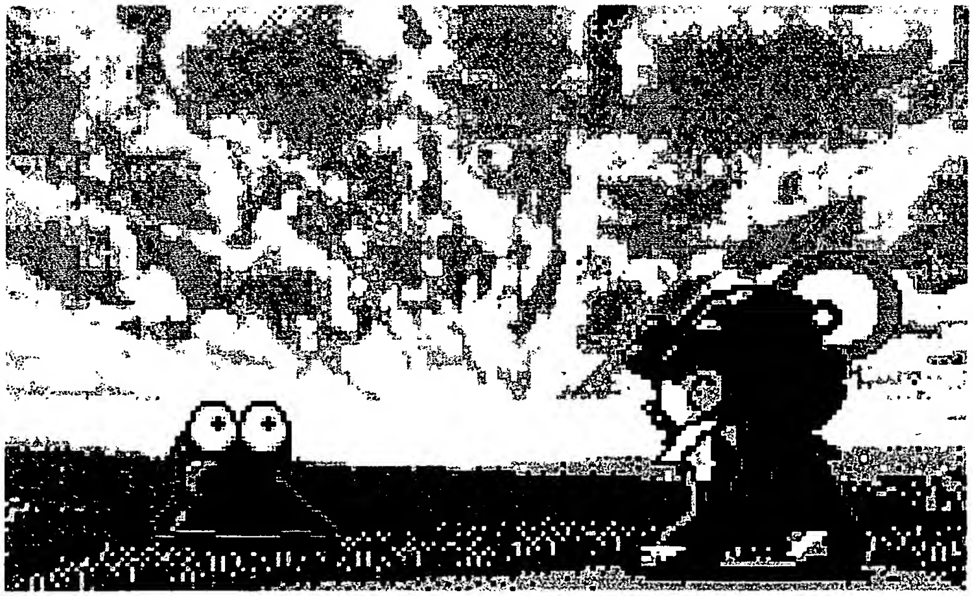


FIG. 239

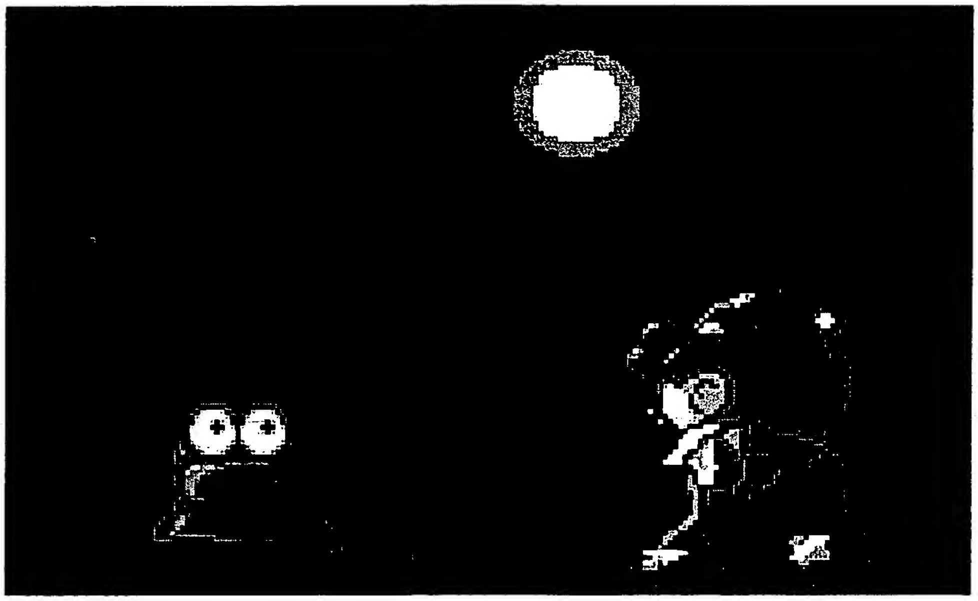


FIG. 240

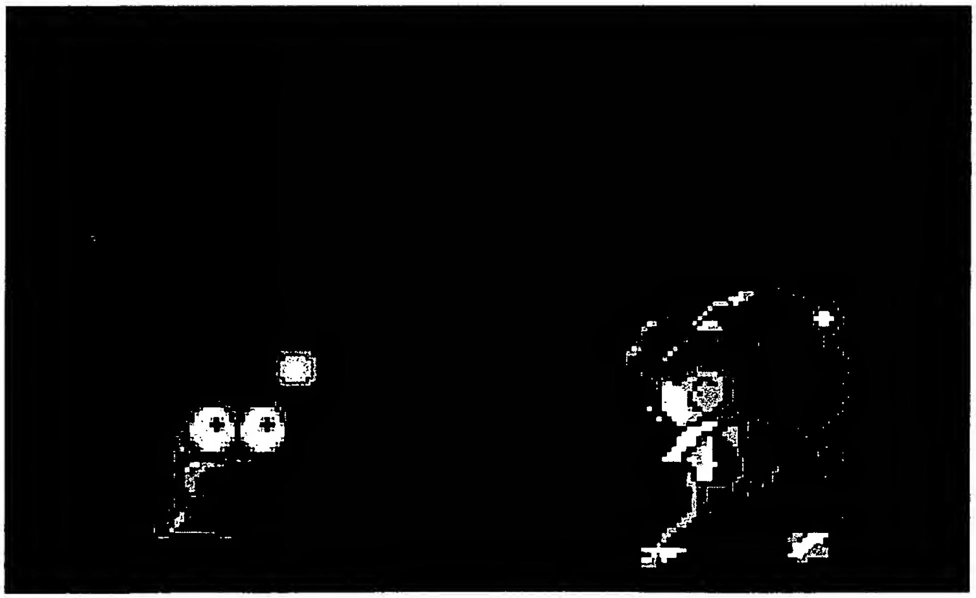


FIG. 241

FIG. 242

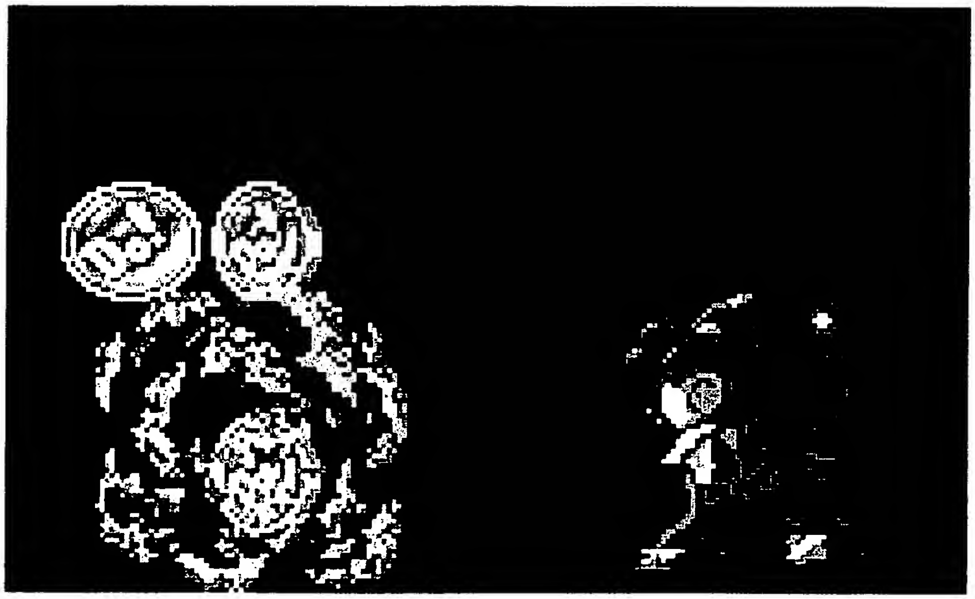


FIG. 243

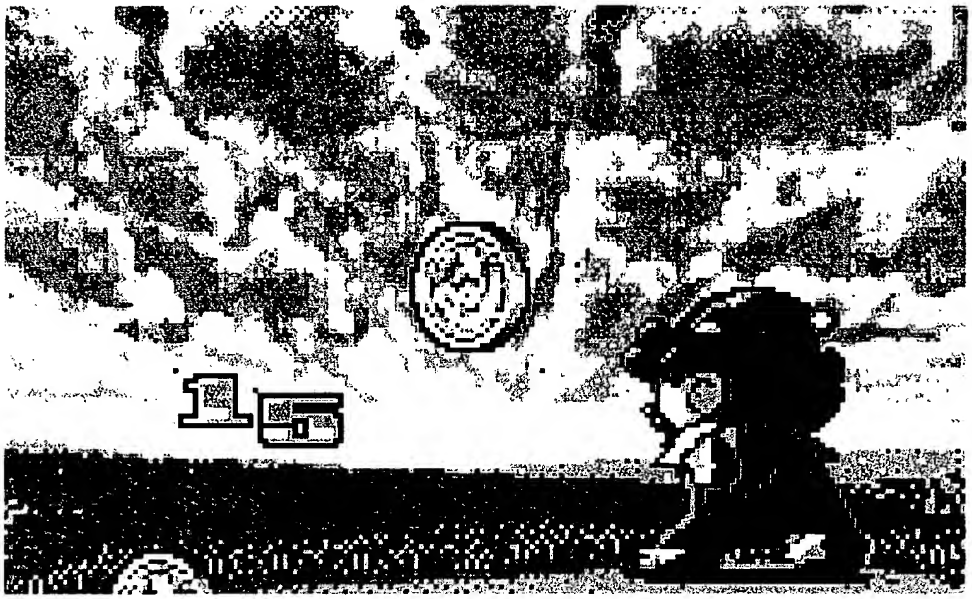


FIG. 244

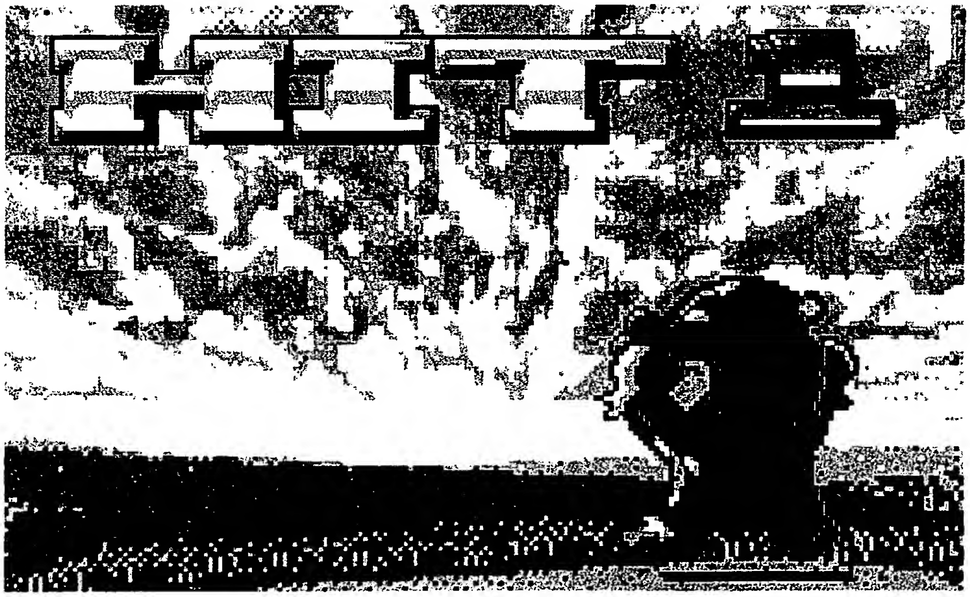


FIG. 245

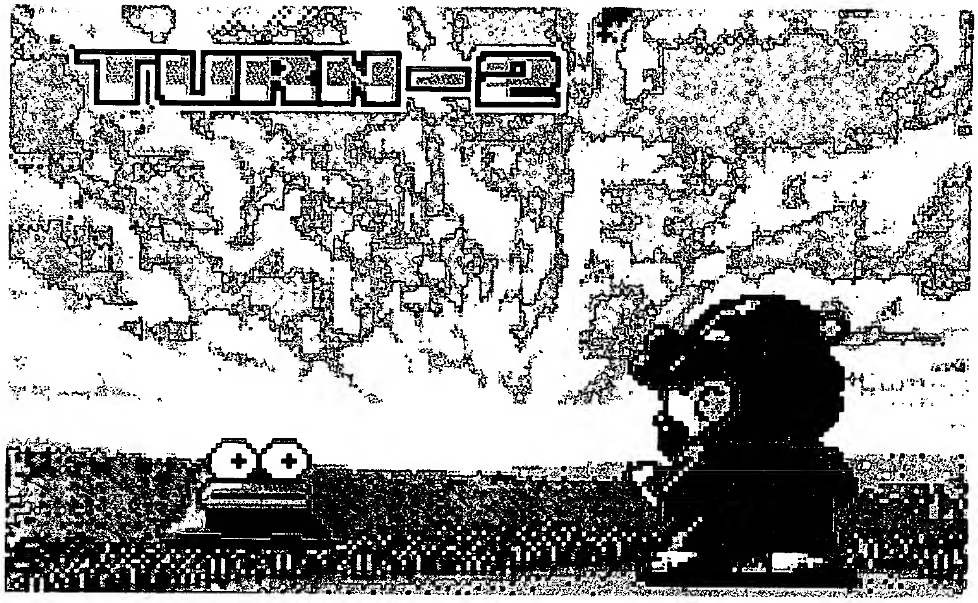


FIG. 246

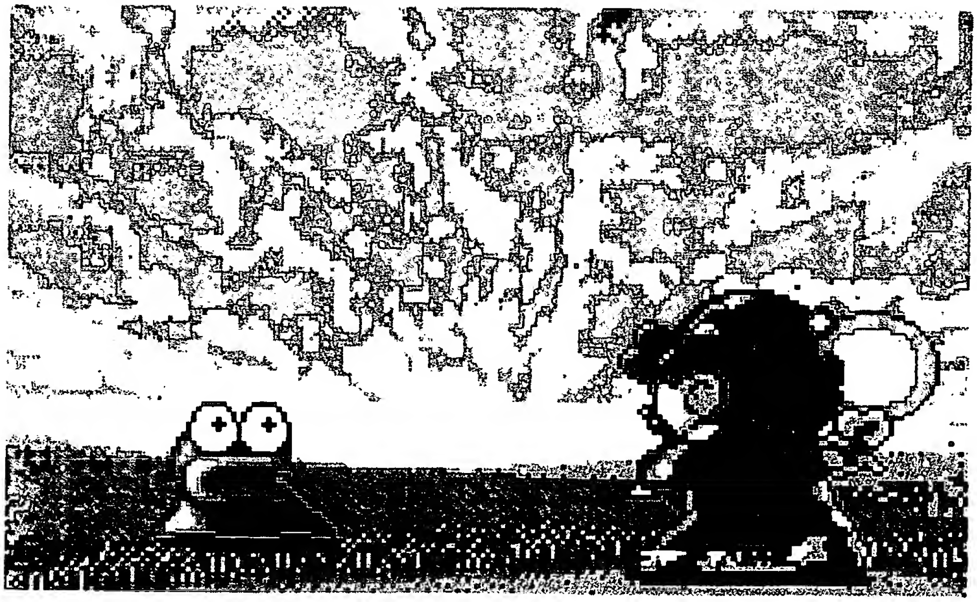


FIG. 247

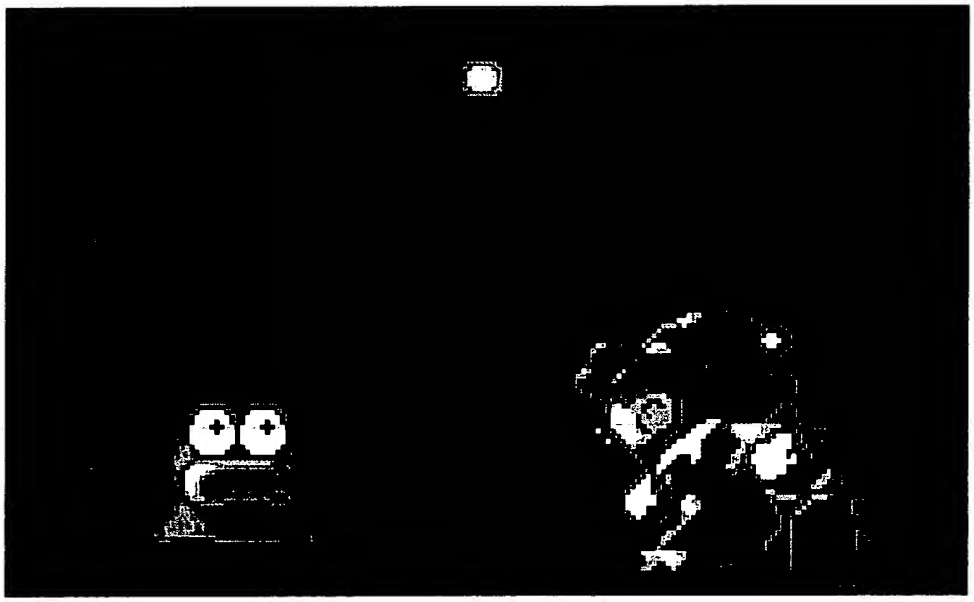


FIG. 248

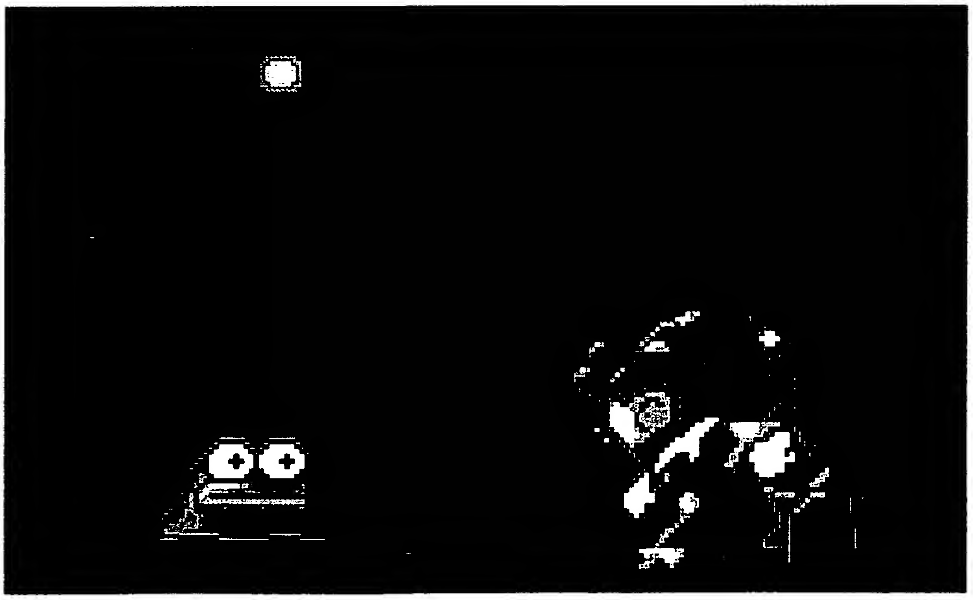


FIG. 249

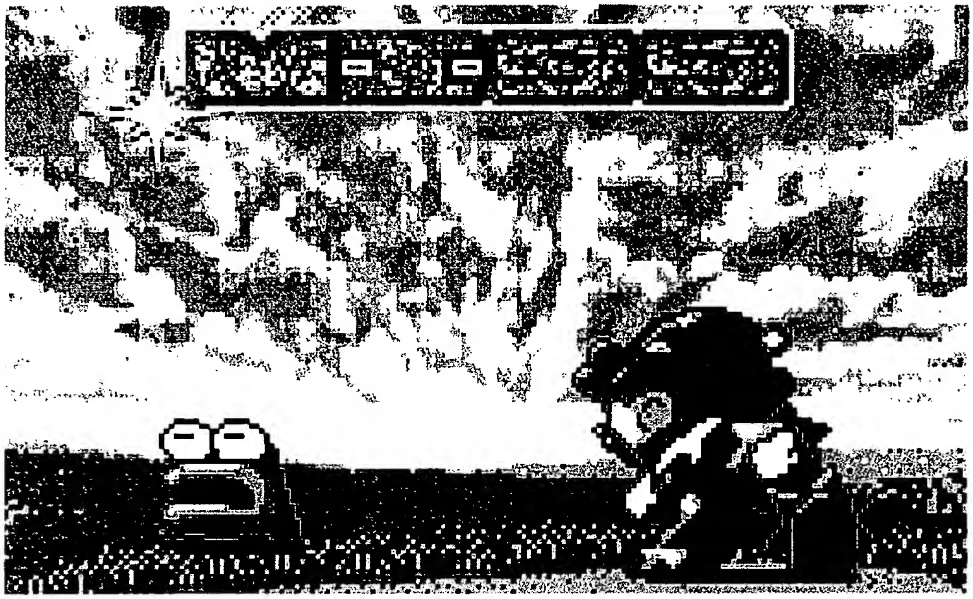
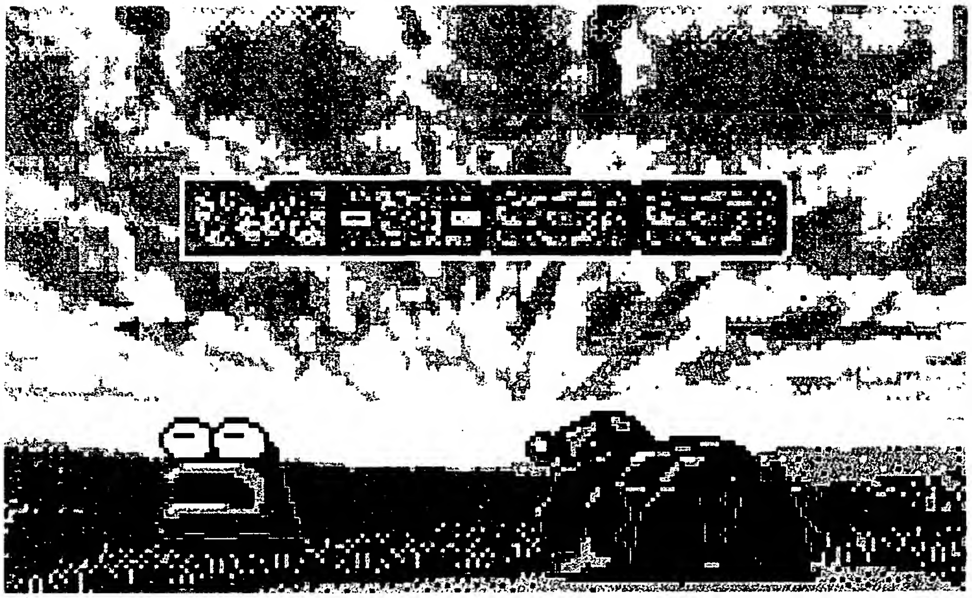


FIG. 250



F I G. 251

F I G. 252

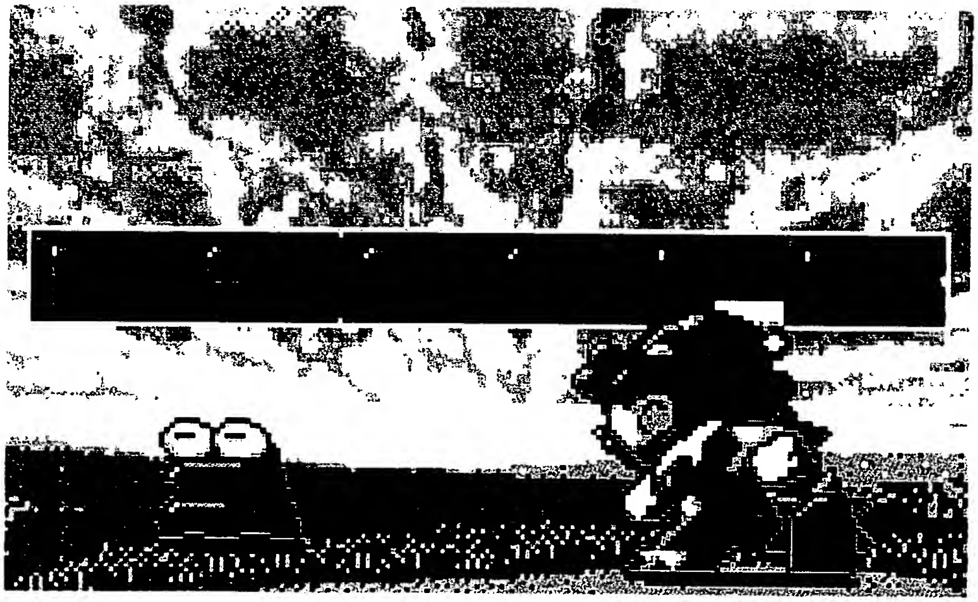


FIG. 253

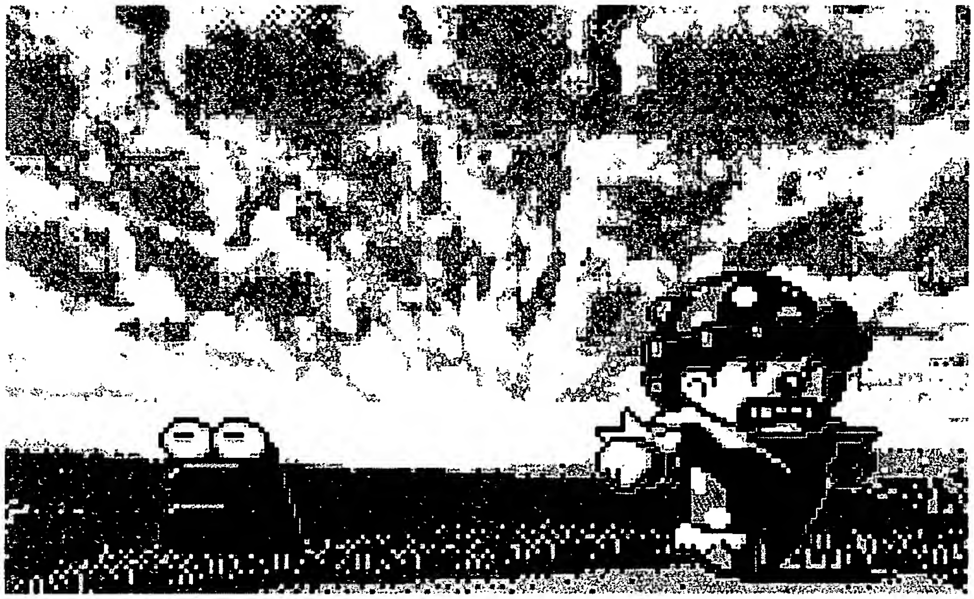


FIG. 254

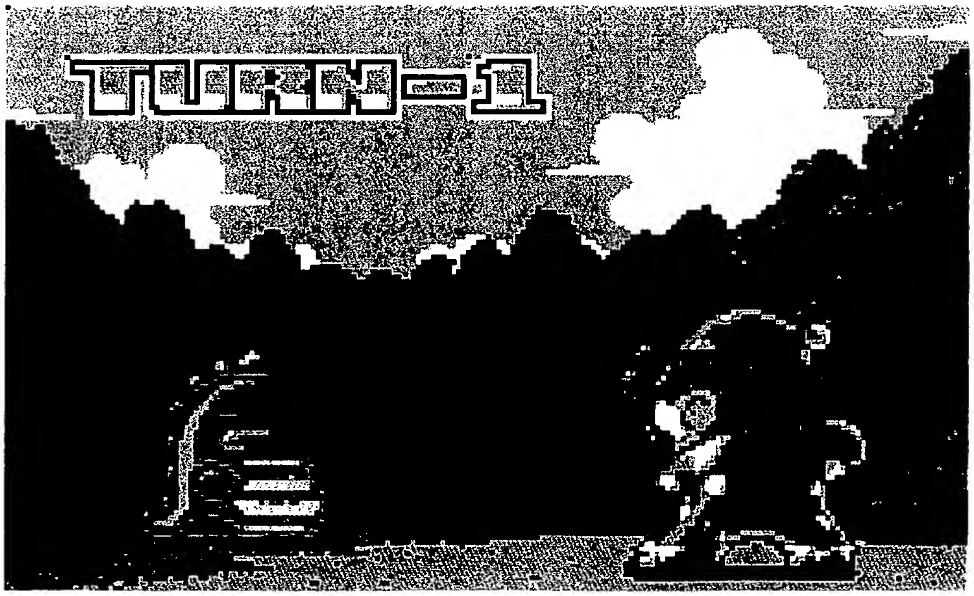


FIG. 255

FIG. 256

FIG. 257

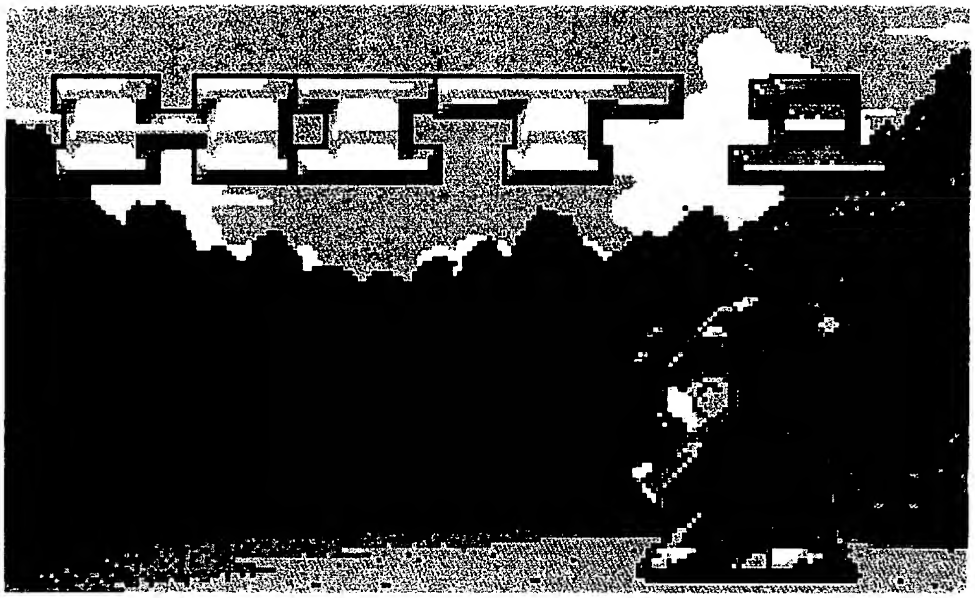


FIG. 258

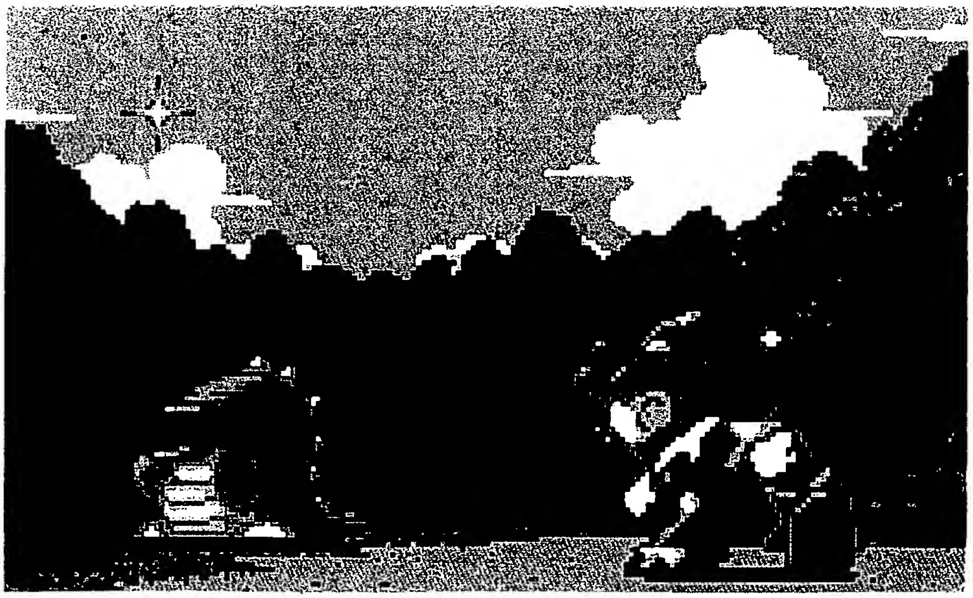


FIG. 259

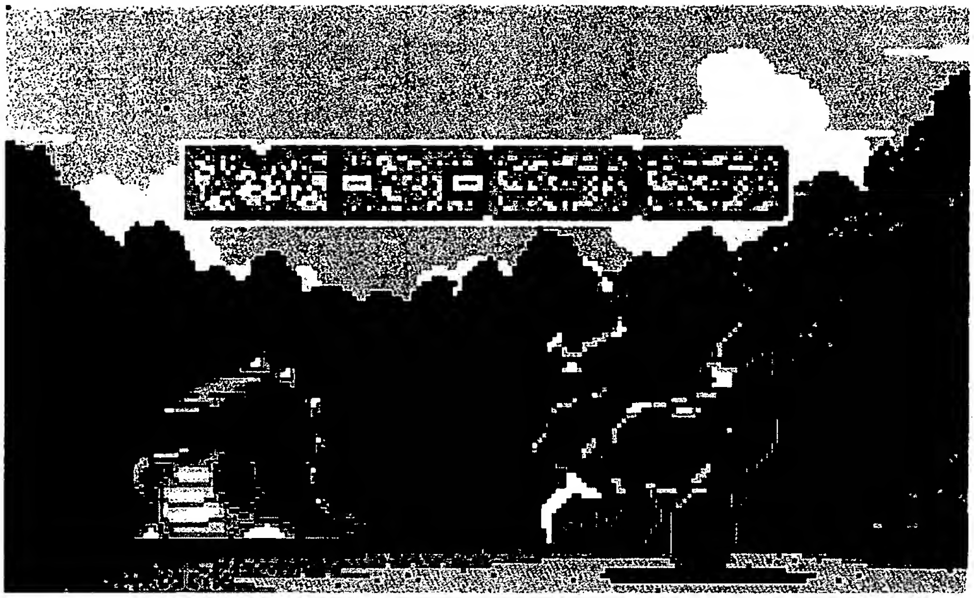


FIG. 260

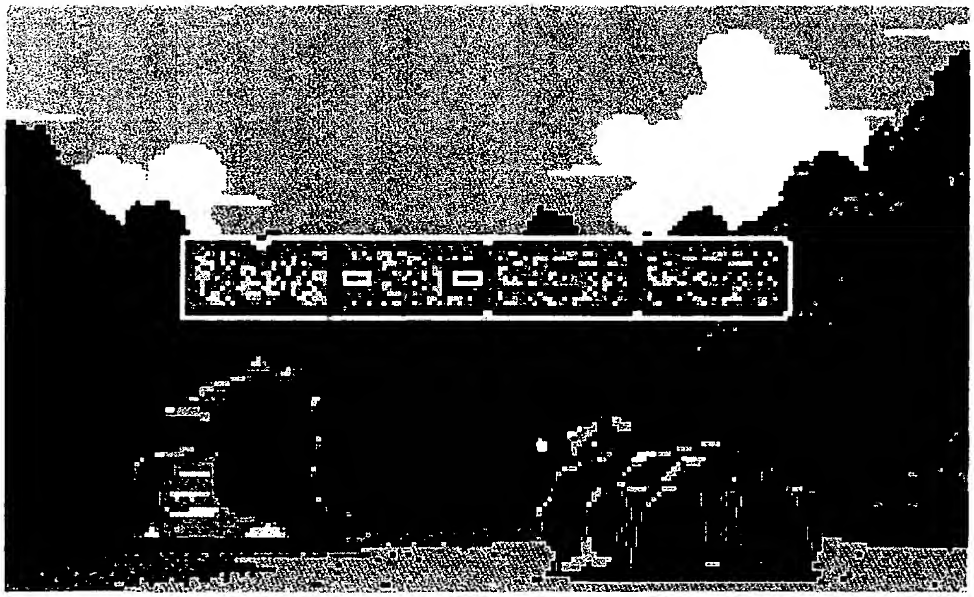


FIG. 261

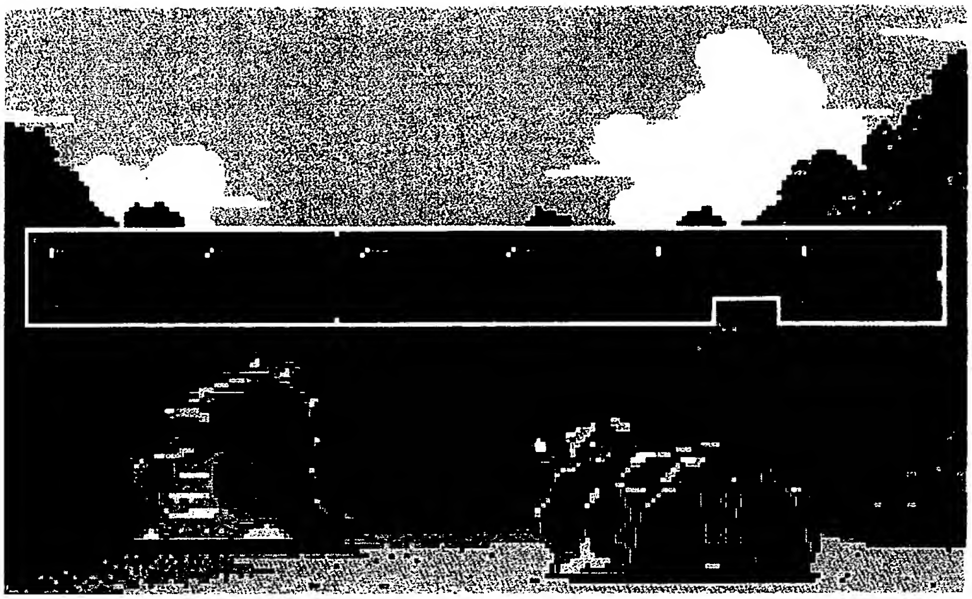


FIG. 262

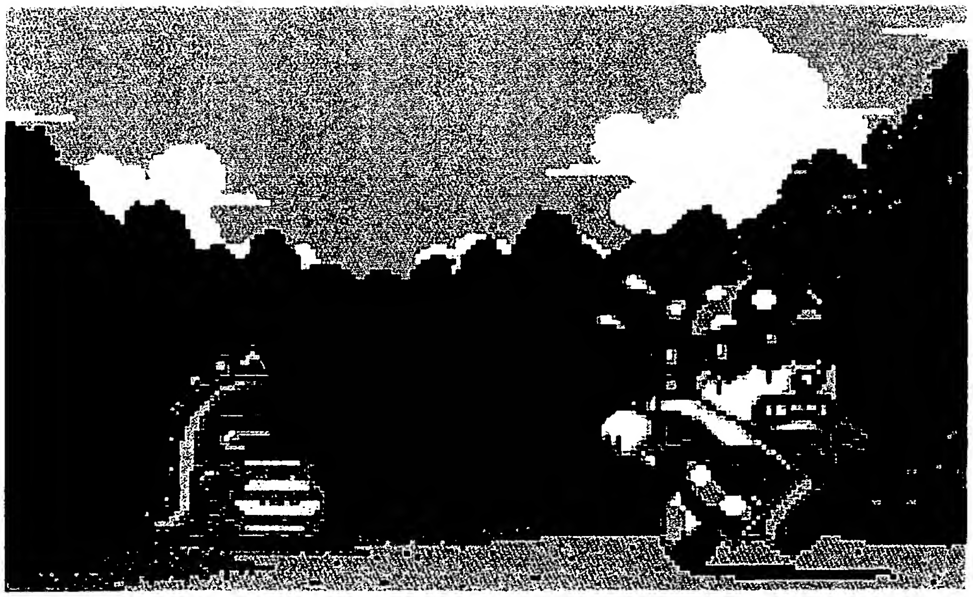


FIG. 263

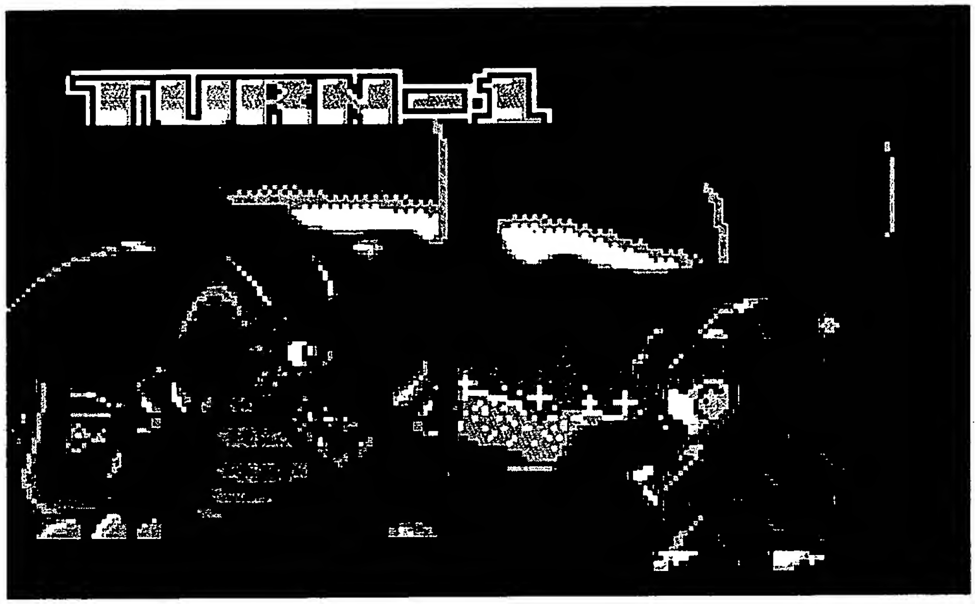


FIG. 264

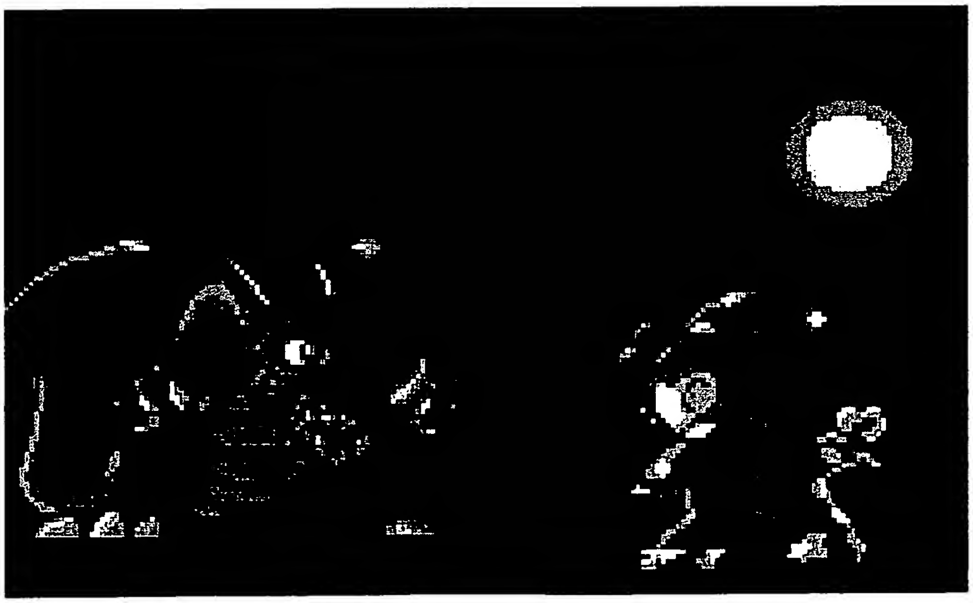


FIG. 265

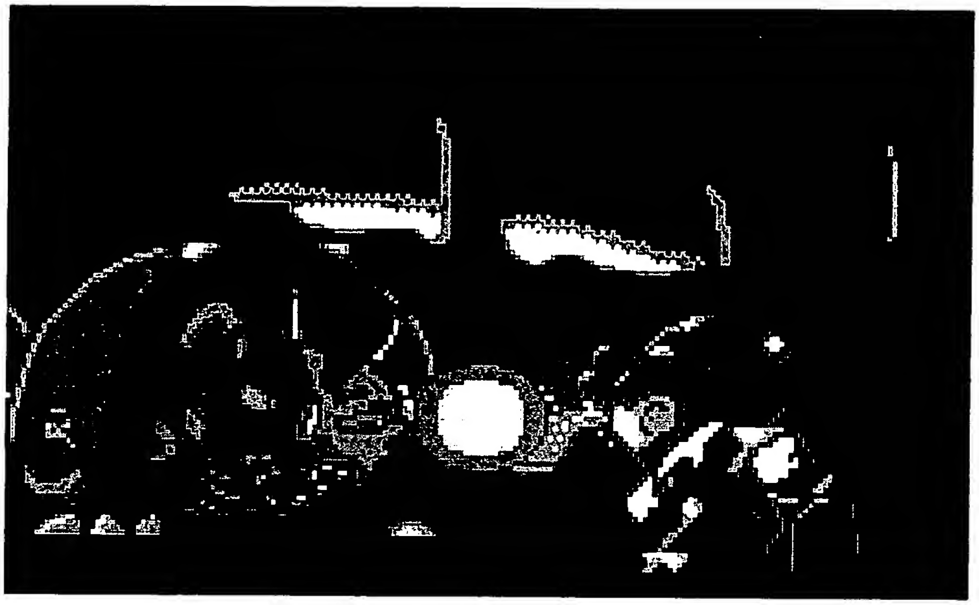


FIG. 266

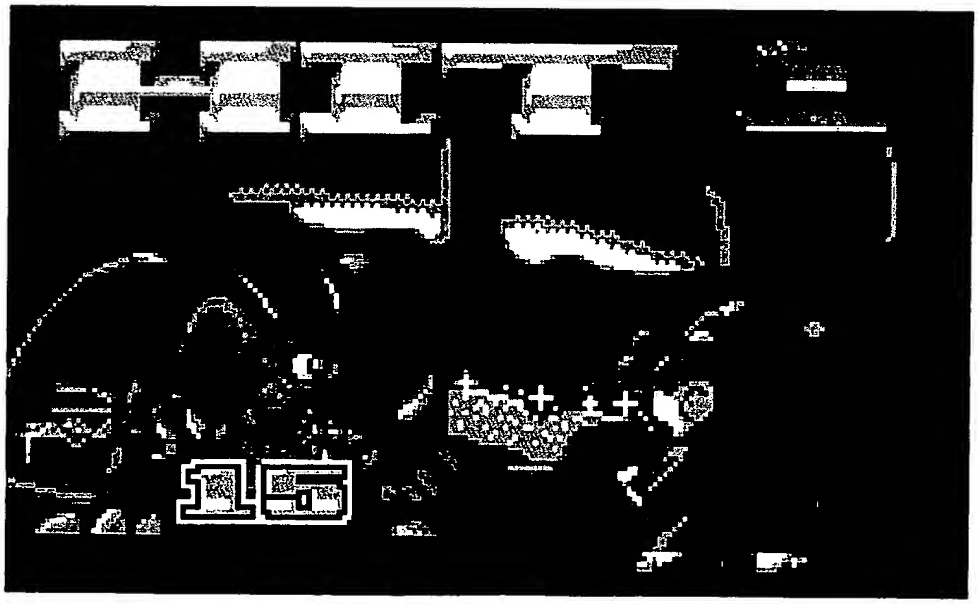


FIG. 267

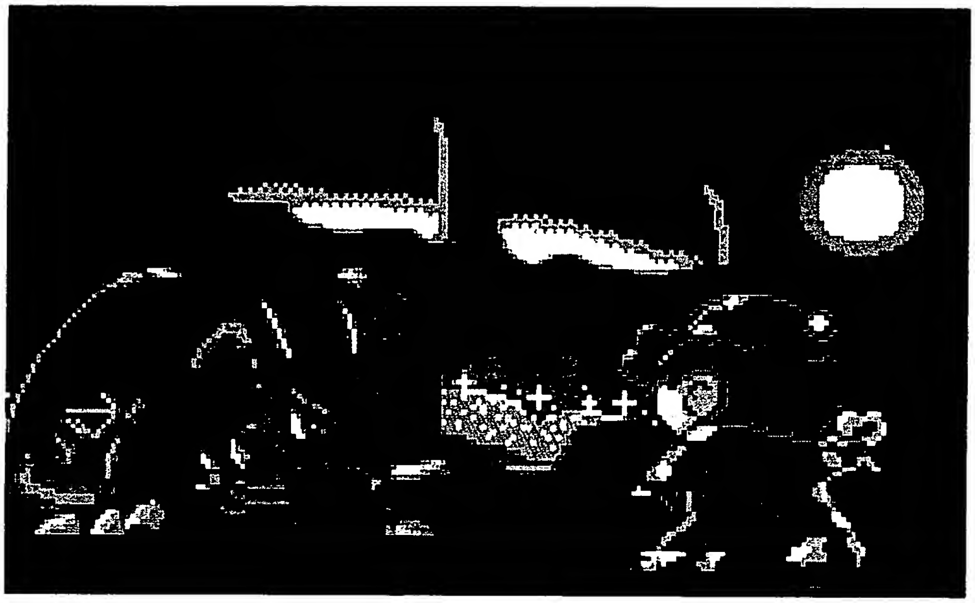


FIG. 268

FIG. 269

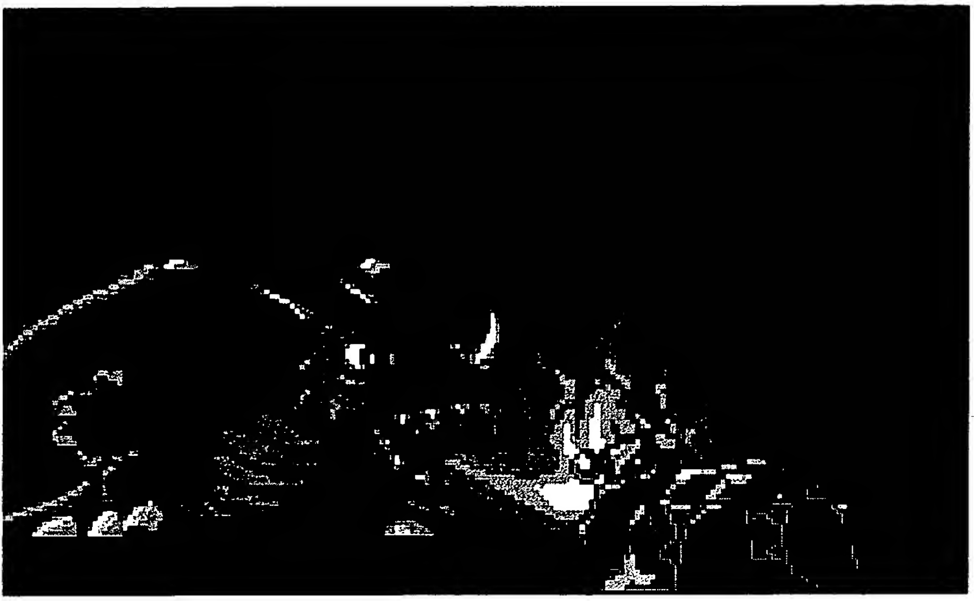


FIG. 270

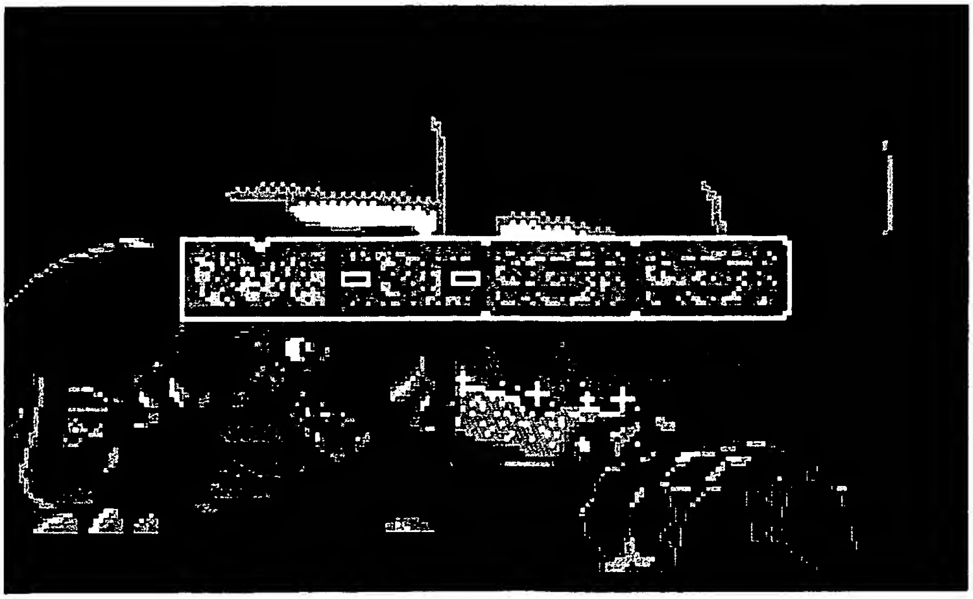


FIG. 271

FIG. 272

FIG. 273

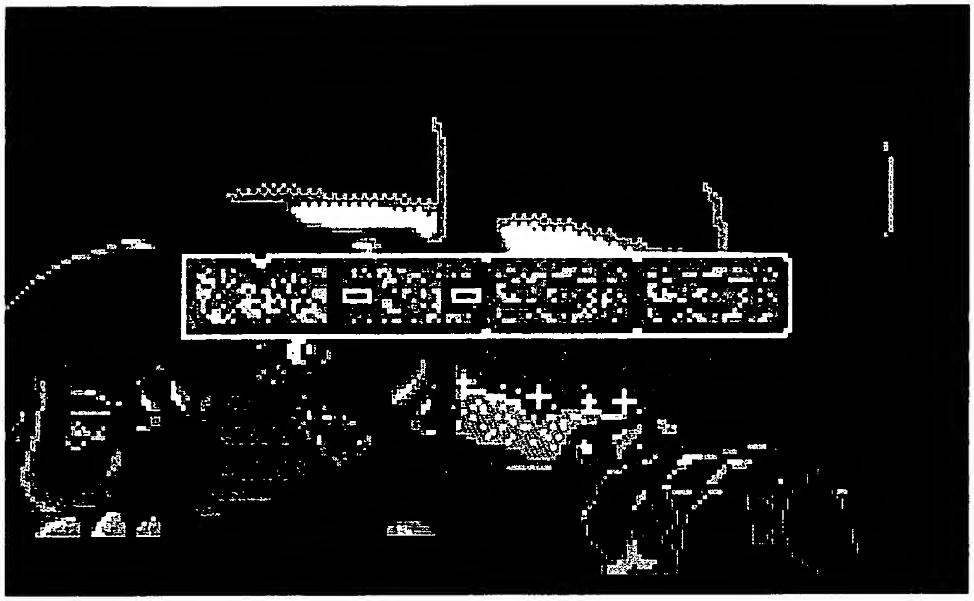


FIG. 274

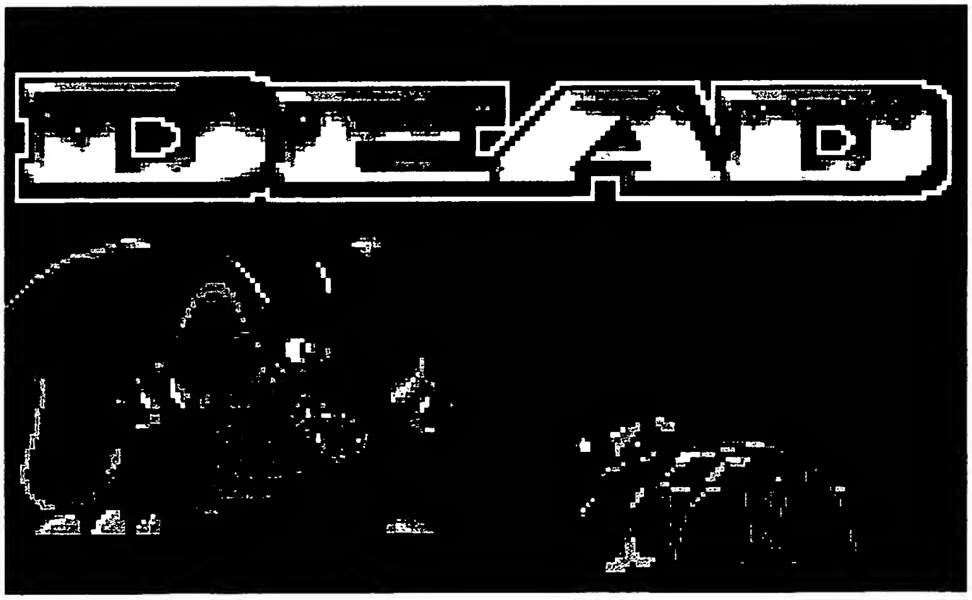


FIG. 275

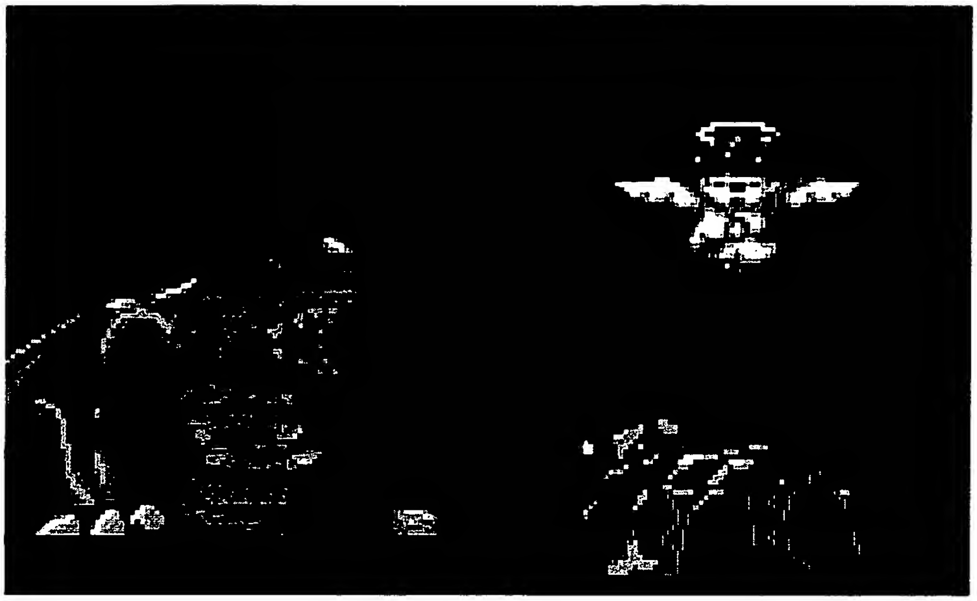


FIG. 276

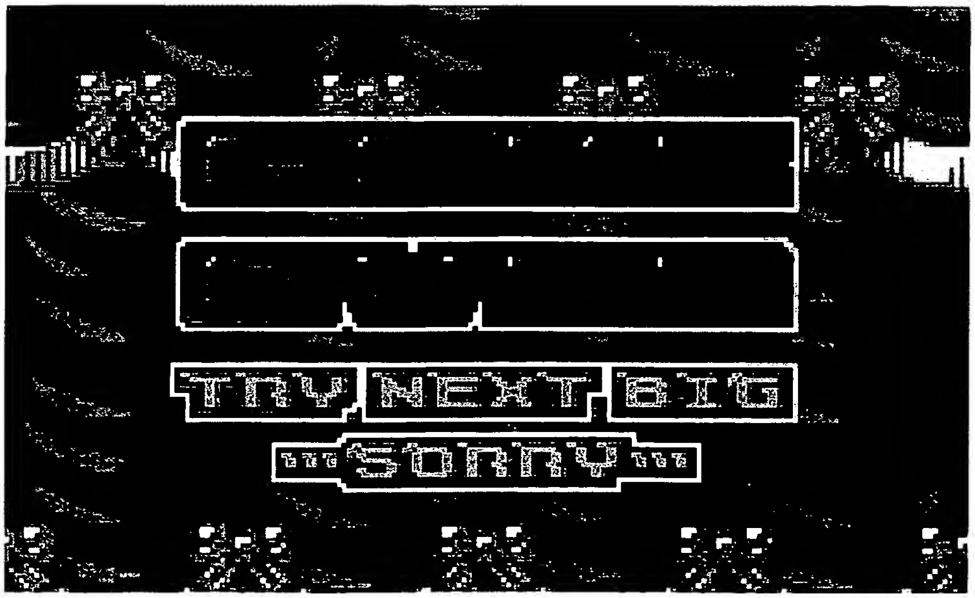


FIG. 277

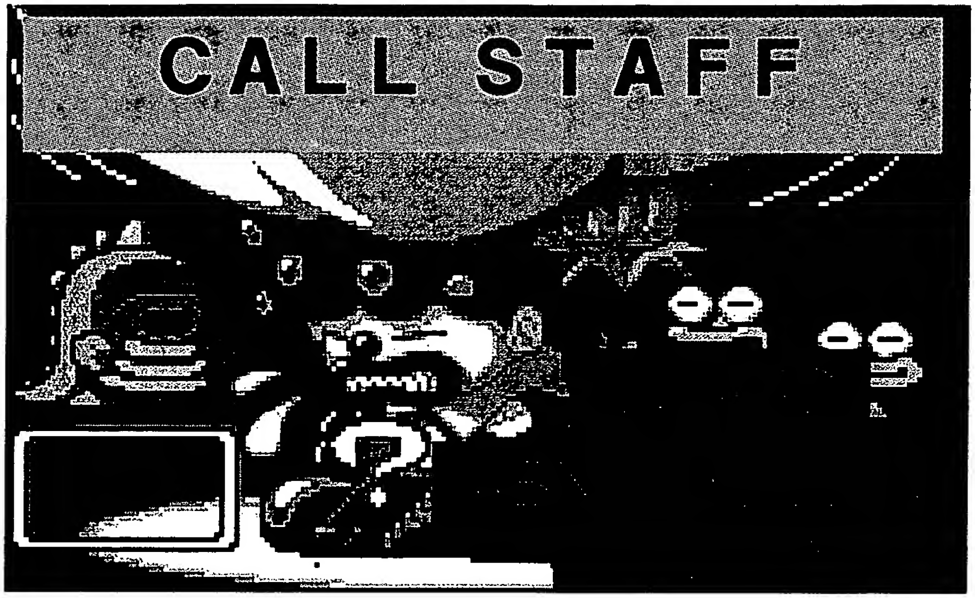


FIG. 278

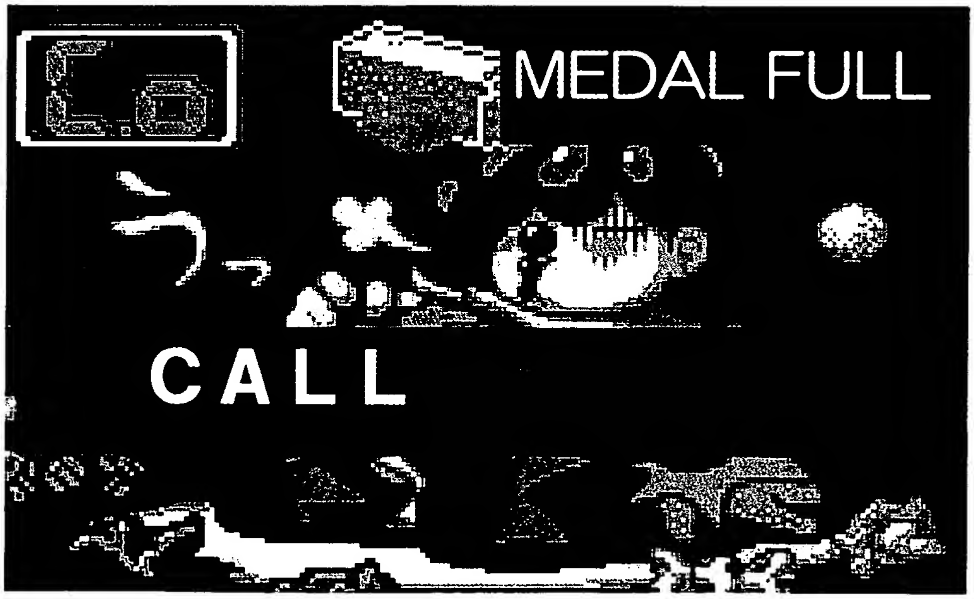


FIG. 279

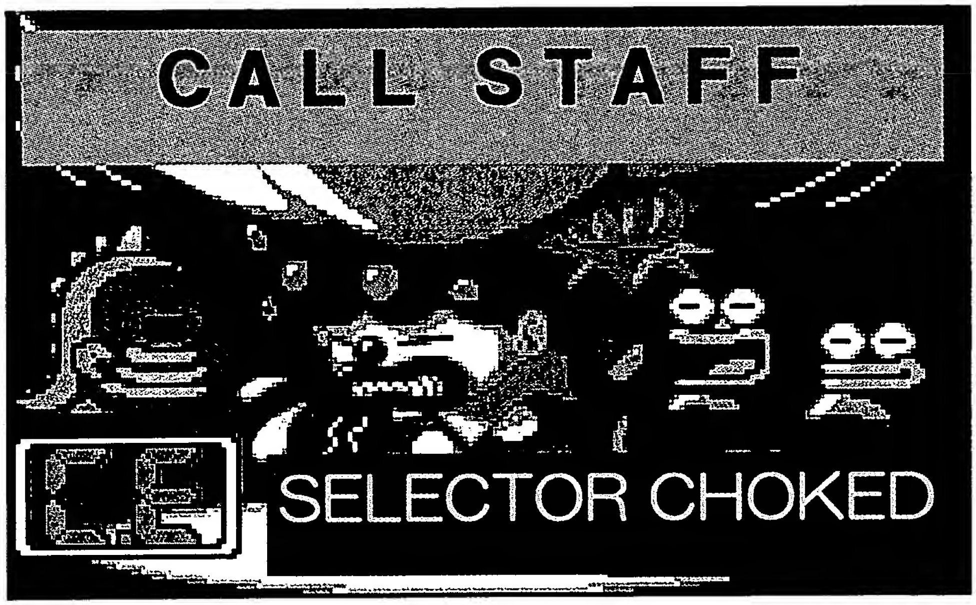


FIG. 280

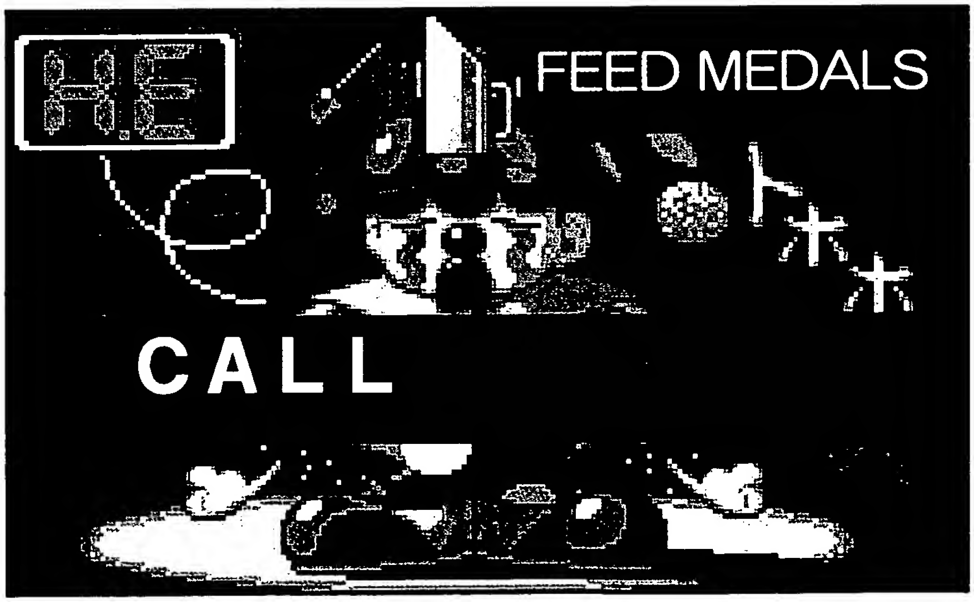


FIG. 281

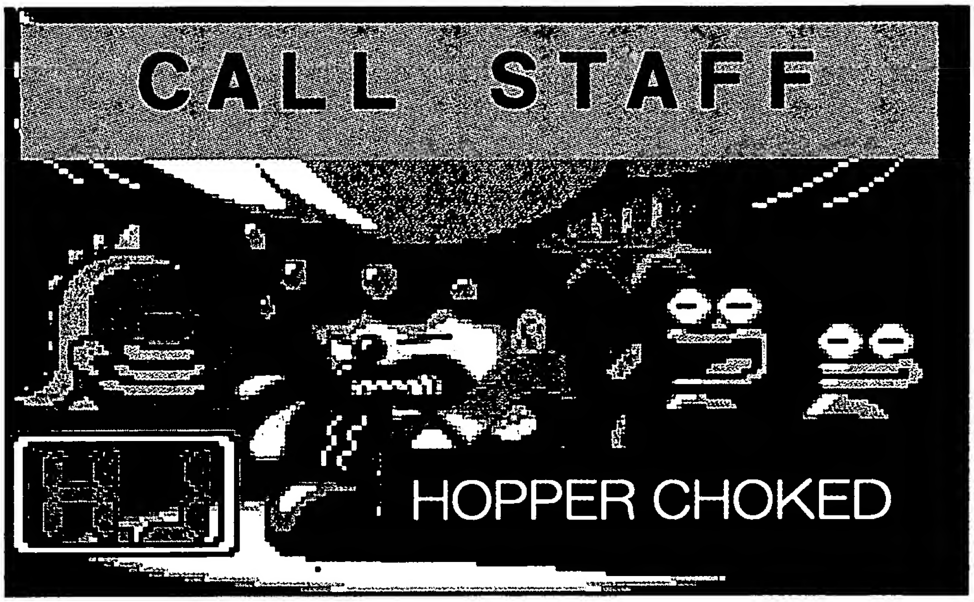


FIG. 282

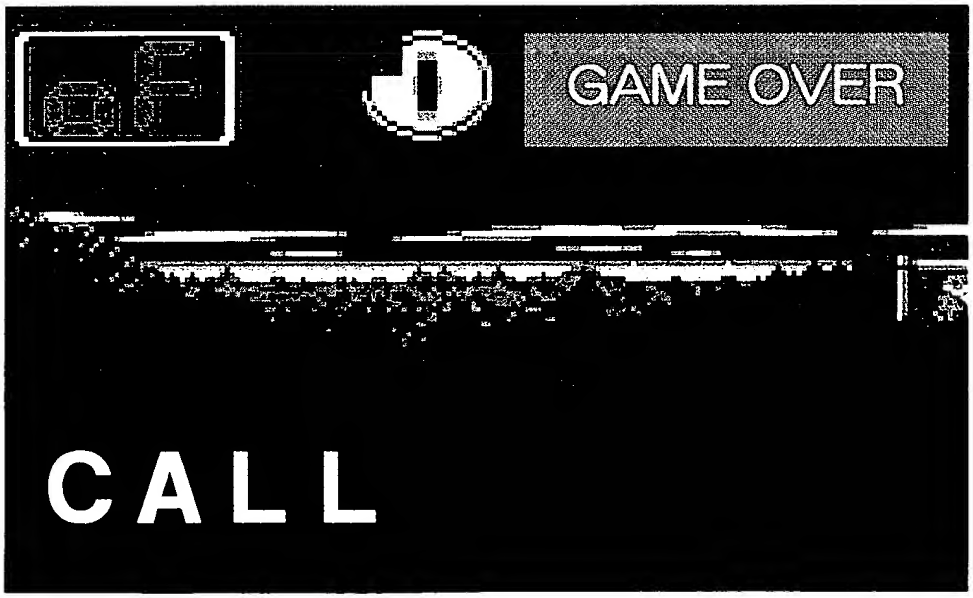


FIG. 283

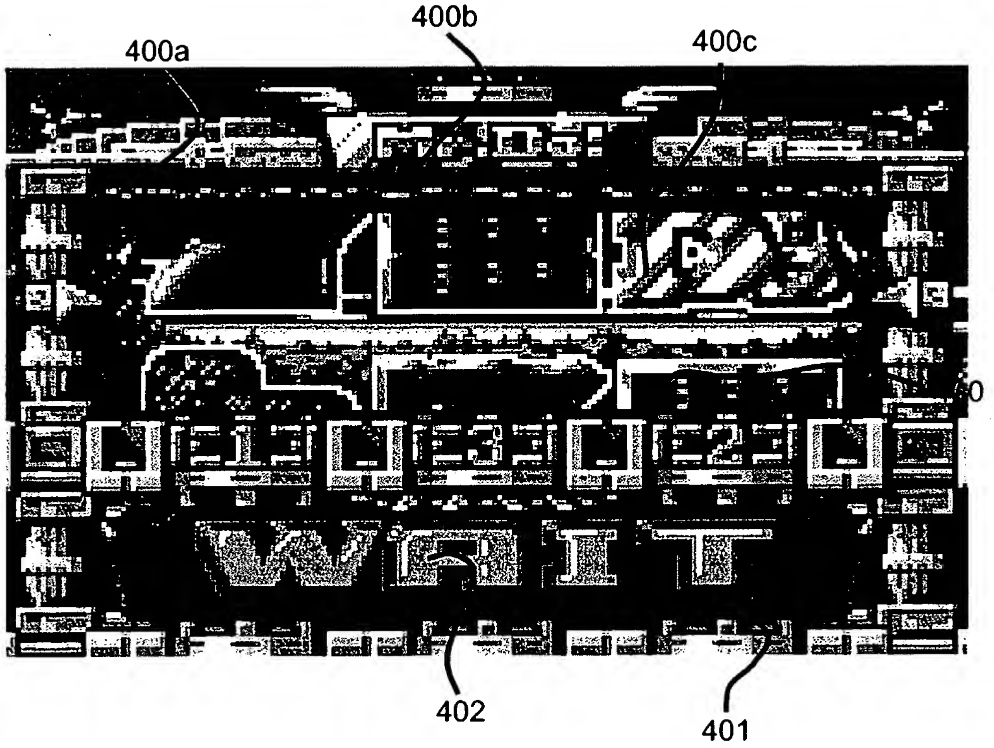


FIG.284A

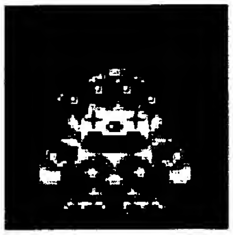


FIG. 284B

FIG.284C

FIG.284D

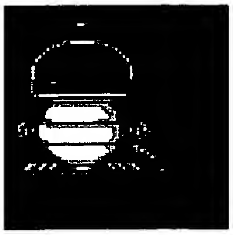


FIG.284E

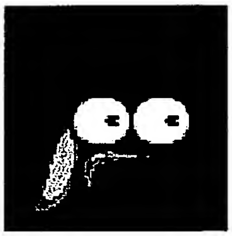


FIG.284F

FIG.284G

FIG. 285A

WAIT FOR CLIENT

Contents	Maker name display	Model name display	Dividend display	Game explanation
Fig.	45-47	48-50	51-65	66-77

FIG. 285B

ONE GAME

Contents	Before changing appearing symbol	Single character notification	Ready-state notice	Rotation	(Ready-state)	Internally elected hand notification	BB game
Fig.	93-95	284	78-92	95	114-205	98-113	206-276

FIG. 285C

BEFORE CHANGING APPEARING SYMBOL

Contents	Medal insertion	Wait	Start
Fig.	93	94	95

FIG. 285D

READY-STATE NOTICE

Contents	1	2	3
Fig.	78-82	83-87	88-92

FIG. 285E

READY-STATE ATTRACTION

Contents	Normal	Super	Hyper
Fig.	114-115	116-118	119-205

FIG. 285F

BB GAME

Contents	1st normal game	1st JAC	2nd normal game	2nd JAC	3rd normal game	3rd JAC	Ending pattern
Fig.	206-215	235-253	216-219	254-262	220-225	263-273	227-234, 274-276

FIG. 285G

BB ENDING PATTERN

Contents	All consumed	Puncture in JAC	Not entering JAC
Fig.	227-229	274-276	230-234

FIG. 285H

ERROR DISPLAY

Contents	
Fig.	277-282